

JAK II

DESIGN  
BIBLE

# JACK II



NAUGHTY DOG





# FOREWORD

Back in the day, when we were young, but our ideas were big, Naughty Dog was preparing for its sophomore gallop with the PlayStation®2. Ready to crash into something new, the horizon was clear and the road open, we were prepared.

Yeeyow! Bring it on!

The following notebook pages were taken from our project binders. Each was assembled by hand (mainly by Ammie Puckett) and provided to each member of the team. They were coveted by many, but lost by a few. I am fortunate to have a complete copy of every project that started with the word Jak. Well except maybe that one...

They brought unity in a time of unrivaled imagination. From the characters that were animated, to the colorful, vast landscapes that were built meticulously, these pages found a way to guide the many talents at the studio. Programming wizards were tasked to build a system with one GOAL in mind: to create the world of Jak and Daxter™. An understanding formed between all the various departments that go into game making. It created dialogue and helped shape the open forum we still have here today at Naughty Dog. Everyone knew what a precursor orb was; there was never a question about that.

Design began to display itself in forms of move sets and hand drawn paper maps, which in turn guided the narrative adventure we were creating. We referenced them daily. Style guides, inspiration, character data were all at our finger tips. Meetings were held with a binder in hand; it was easy to pass around and create discussion while we looked at the vast amount of reference we view at Naughty Dog.

Moving from the PlayStation® to PlayStation®2 hardware was a challenging task in itself, let alone creating an experience that we desired to share with the world. We also had new bosses after joining Sony Computer Entertainment America LLC (now Sony Interactive Entertainment LLC). Internally, we knew we could handle these challenges, but we needed a clear way to share our vision. The pages contained in these binders helped us convey to others what we were crafting. Marketing understood our characters and world with ease, paving the way for complete support from Sony Interactive Entertainment LLC on this and subsequent franchises.

We were able to produce four amazing titles that were a blast to work on, which also helped launch the way for the Uncharted™ series, The Last of Us™, and whatever lies ahead.

In short, I hope you enjoy the binder pages you are about to see, knowing that they were viewed by many who were pivotal in creating the world of Jak and Daxter™ as well as laying the groundwork for our future projects.

The love of our fans and the overwhelming response to the re-release has been astonishing and gratifying!

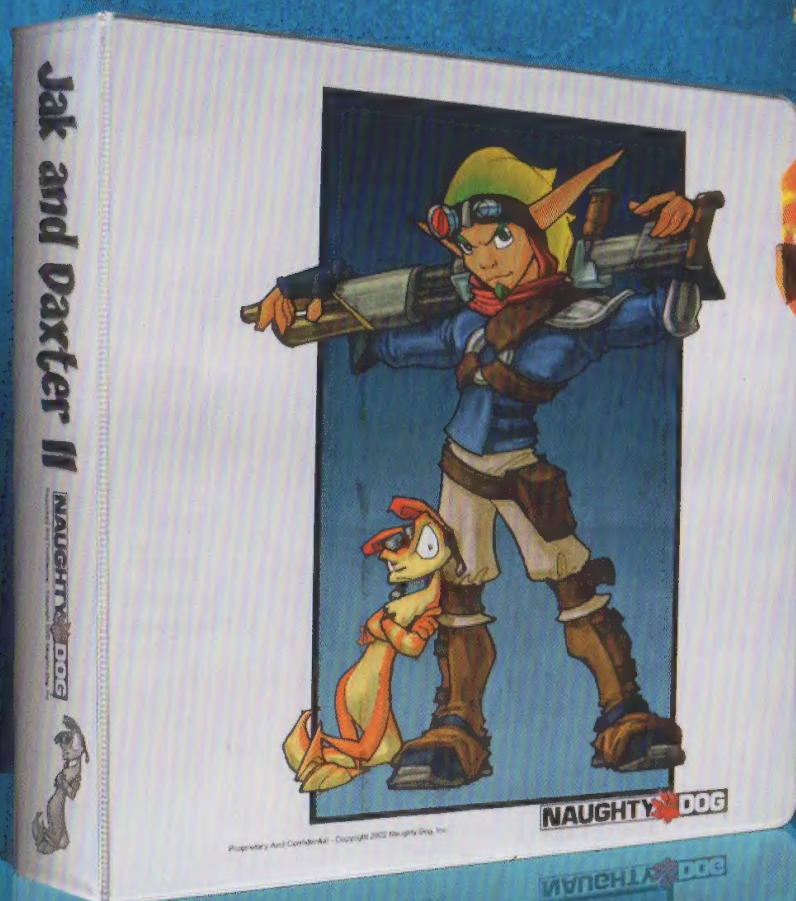
Jak and Daxter™ friends forever!

-Reuben Shah  
Artist at Naughty Dog

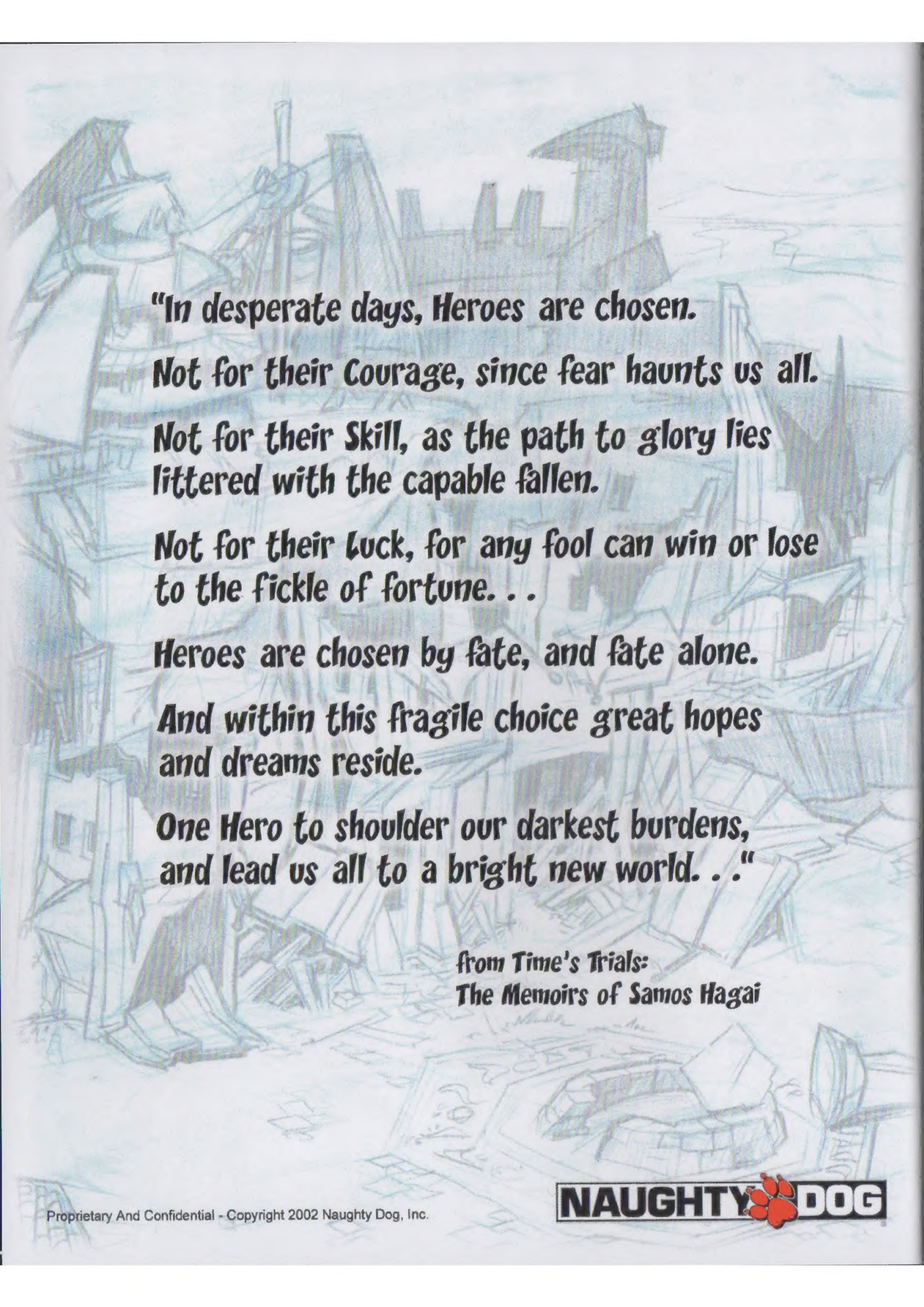


# JAK II™

## ORIGINAL PRODUCTION BINDER







**"In desperate days, Heroes are chosen.**

**Not for their Courage, since fear haunts us all.**

**Not for their Skill, as the path to glory lies  
littered with the capable fallen.**

**Not for their Luck, for any fool can win or lose  
to the fickle of fortune. . .**

**Heroes are chosen by fate, and fate alone.**

**And within this fragile choice great hopes  
and dreams reside.**

**One Hero to shoulder our darkest burdens,  
and lead us all to a bright new world. . ."**

*from Time's Trials:  
The Memoirs of Samos Hagai*



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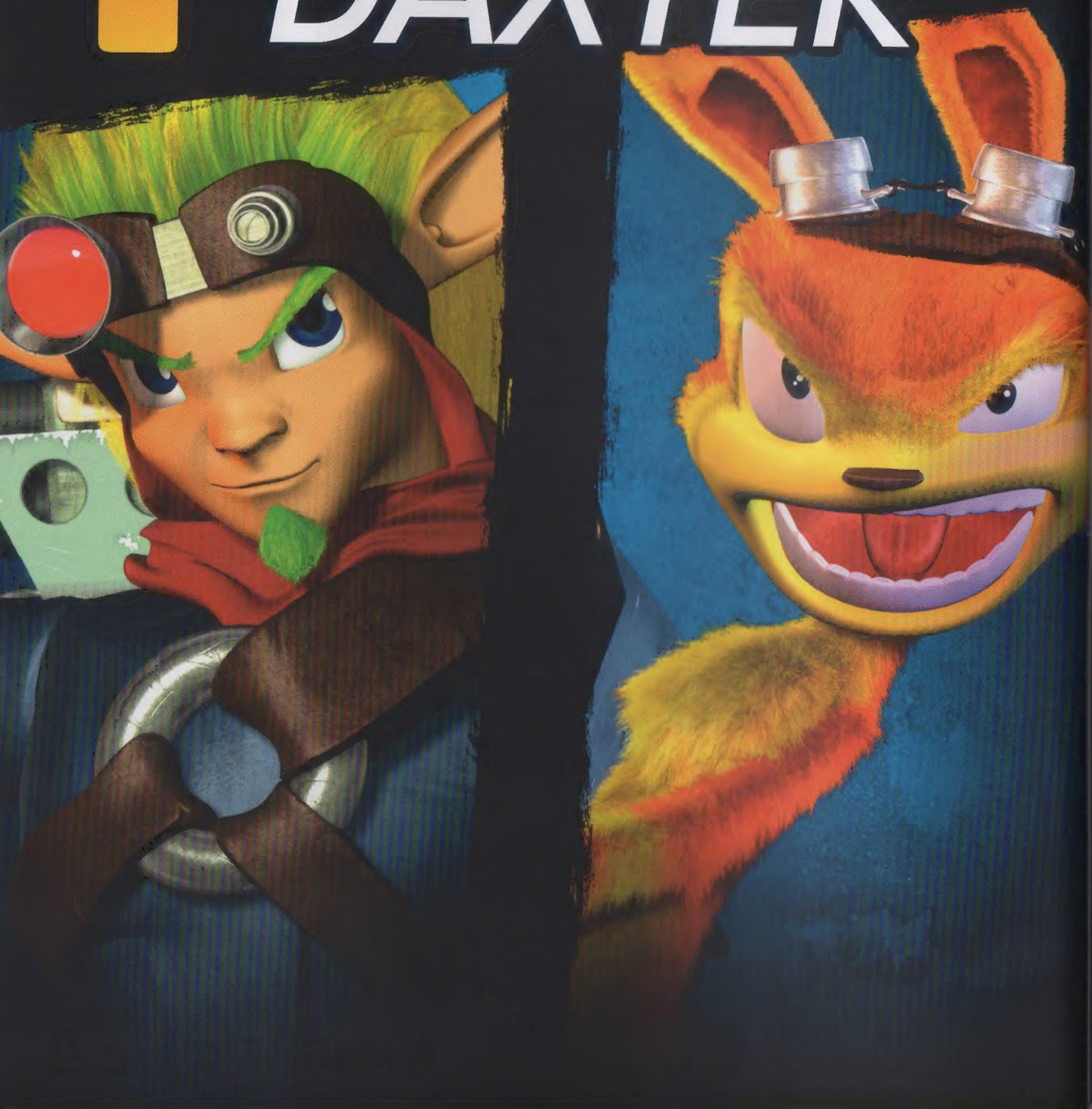
**8** Plot / Story

**9** Level Art

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# 1 JAK & DAXTER





# JAK



4.2.02  
D. Raper



# Character

Racing Goggles with HUD

New Goatee,  
grown during tough prison time

Bandana keeps dust and toxic fumes  
in the Wasteland at bay

New Clothing for a New City

New Flat Hairstyle -  
less conspicuous when hiding from the law

Morph Gun -  
changes into 4  
unique weapons  
and shrinks to  
fit into holster  
on back

Shoulder Armor and  
Arm Plate for protection  
against sharp  
sidekick claws

Iso-Absorption Gloves  
for handling heavy  
Morph Gun recoil and  
for racing grip

Steel Tipped Combat Boots  
for tough terrain and  
Hammer-Blow Spin Kicks

Hoverboard -  
Used to ride through terrain quickly  
Collapses down for easy carrying on back

4.2.02  
B. Kiefer

4.3.02  
B. Kiefer



# Jak - Visual Development





2001

# Evolution

2003





Having been injected with Dark Eco during experiments in prison, Jak's body has begun to change...

# Dark JAK

- Dark Jak is **INVINCIBLE!**
- Dark Jak moves **FASTER**
- Dark Jak fights with **FEROCIOUS, RAPID ATTACKS**
- Dark Jak can use special items which might otherwise cause him harm

Now whenever Jak is exposed to small amounts of Dark Eco, his rage begins to build. If Jak reaches a certain rage threshold, he can choose to transform into Dark Jak... and wreak havoc for a short time.

This 'mode' is terribly exhausting, and Jak always comes out of it damaged, with only one hit point left... So he must learn to use it wisely.



6.26.02  
BY [signature]



# Daxter







4.2.02  
O. Kapei





Weapon  
Hover Pad

4.3.03  
H. Padua





Condensed  
Weapon

4.3.02  
M. R. L.



# The Team



7-22-00  
JN



# 2 ARCH VILLAINS





# The Baron

Horribly scarred from his many battles with the Metal Heads, The Baron seized the throne by force to wage his own personal war against the invaders.

Ruling with absolute power, The Baron has become dangerous and unstable, demanding deep sacrifices from all, whatever the cost.

Striking a deal with the devil, and conducting terrible experiments in secret, he wants Jak, and all others who dare oppose his will, dead.

Vowing to never surrender, but seeing his dream slipping away, He has grown fatalistic of late, his unsound mind forming a desperate plan to save 'his' city, or kill them all trying. Either way, he will finally get his glorious revenge against the Metal Heads!

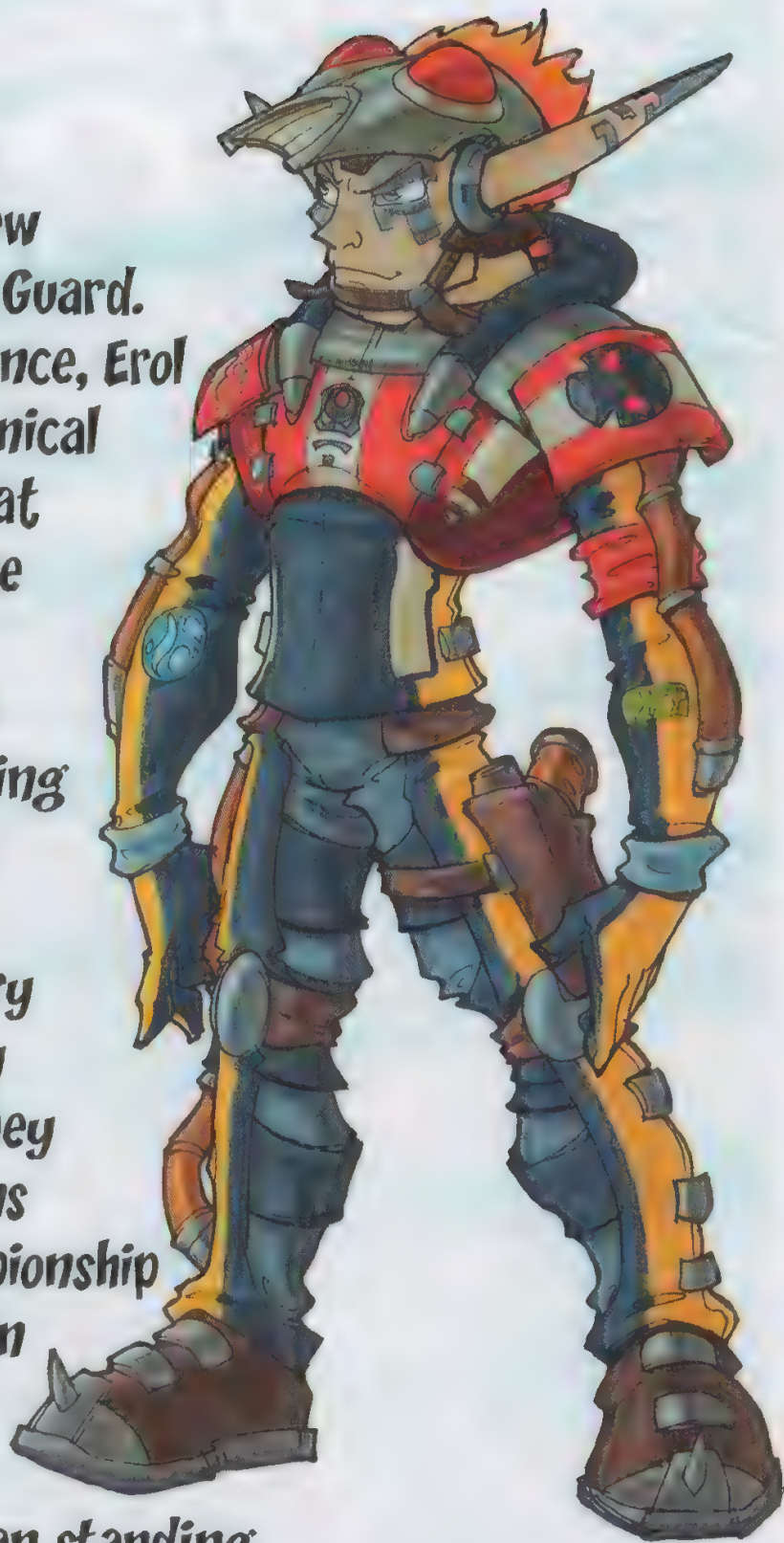


7.27.02  
Bali



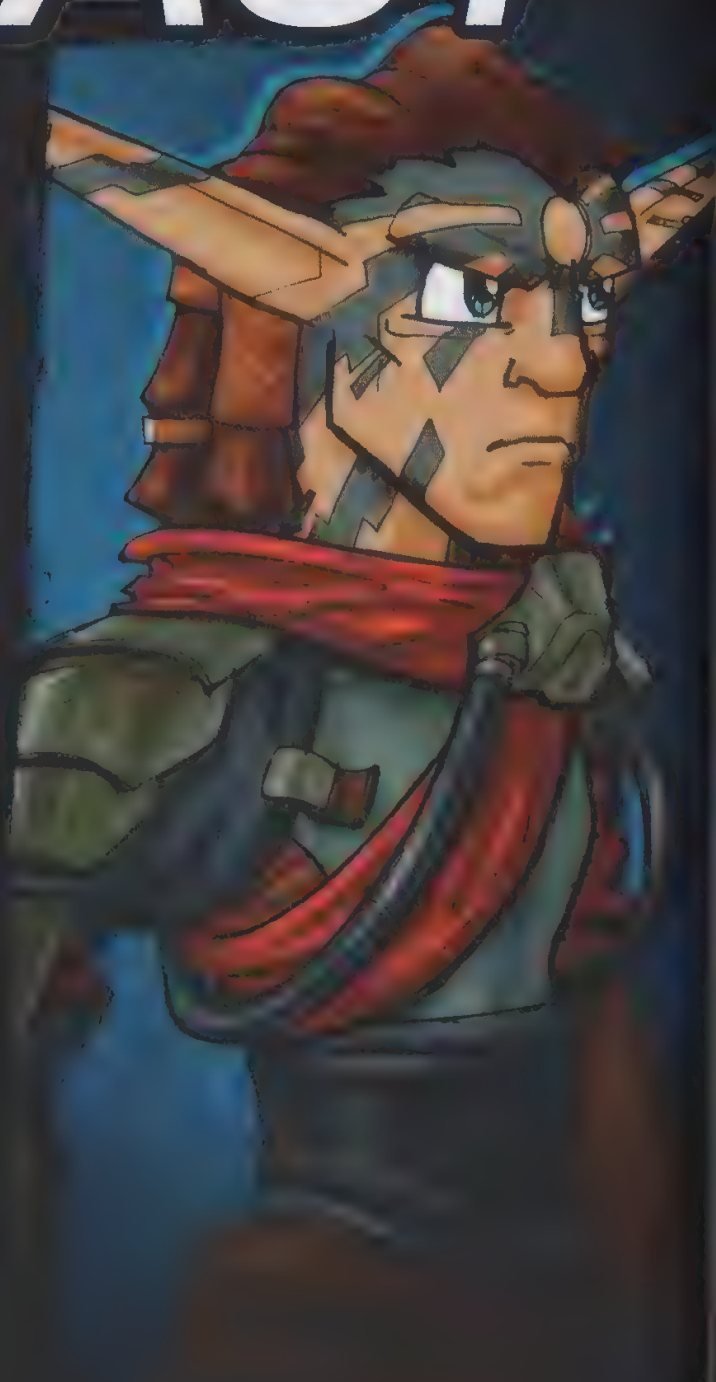
# Erol

The Baron's right hand man, Erol replaced Torn as the new Commander of the Krimzon Guard. With no fear and no conscience, Erol has become the city's tyrannical enforcer. It is whispered that he is crazy, a trait which the Baron certainly uses to his advantage! Erol is also the city's racing champion, holding this honor due to his deadly tactics on the track. Erol doesn't like Jak from the very beginning, but their rivalry becomes more intense as they collide over Keira's affections and the coveted city championship trophy. Both know there can be only one in the winner's circle, and Erol will stop at nothing to be the last man standing.





# 3 SUPPORTING CAST





# Samos the Sage



6/30/00  
BR



# The Shadow

a.k.a. Young Samos

He's hip, he's happy, and he's got more hair! The Shadow leader of the Underground turns out to be none other than Samos himself. . . but at a younger age! (How this is possible becomes clear later.) This younger Samos is nowhere near as cranky, and he's even got a funny sense of humor. Still hugging trees, Young Samos fights on the side of good against anything which threatens life, liberty, and the pursuit of hempiness. . . I mean happiness, providing Jak with much needed help in taking on the ills of the world.



7.25.02  
Khal



# Kiera

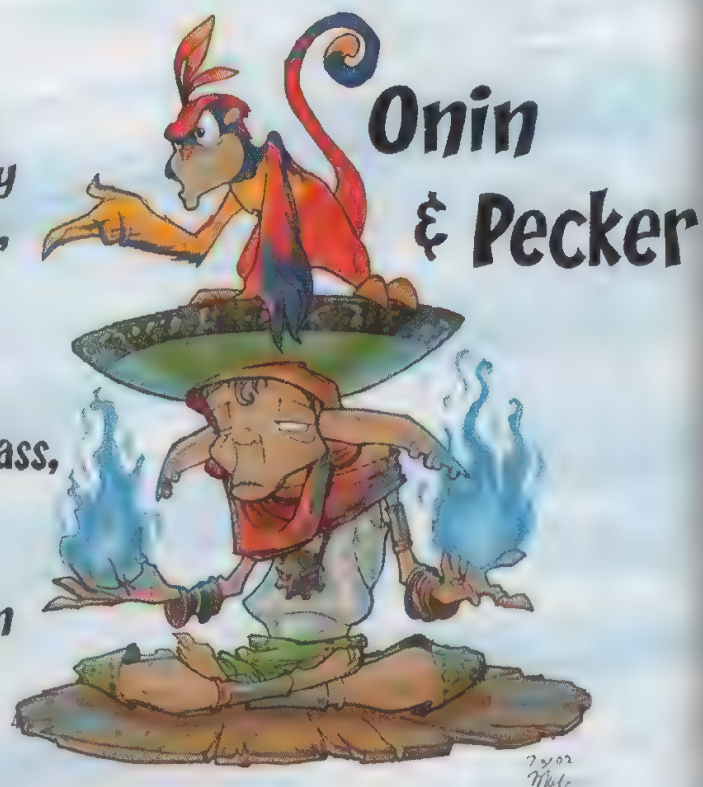
After traveling through the time rift with Jak &axter, Keira has been busy reassembling the crashed Rift Rider Machine that brought them to this new world. Using her amazing mechanical talents to build race vehicles for a living, Keira hopes to complete the Rift Rider Machine and take them all back in time to their village. She has reservations about both this dangerous world and Jak's new toughness, but as the adventure unfolds, Keira finds the true Jak shining through.





# Supporting Characters

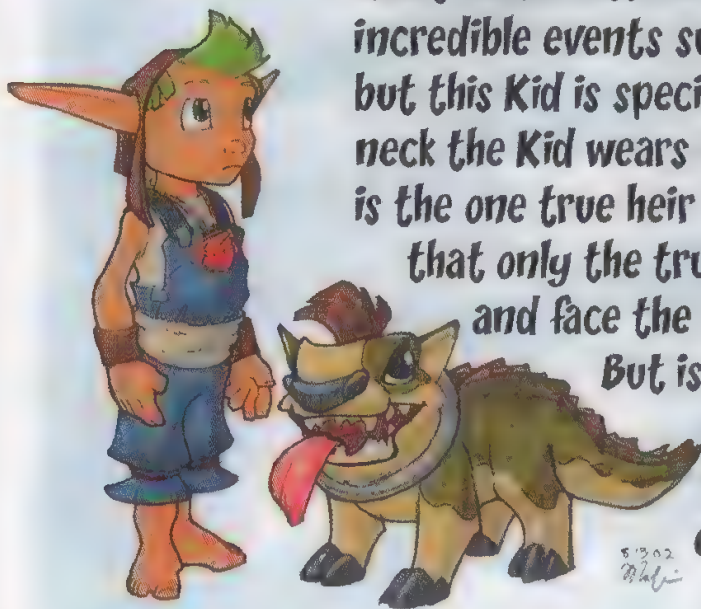
The mysterious old soothsayer Onin seems to know more than she is telling. Her trusty interpreter Pecker, a Monkaw (half monkey, half macaw, **ALL Attitude!**) adds his own spin to the commentary as Onin guides Jak & Dexter to their inevitable date with destiny. With Onin's wisdom, and Pecker's sass, Jak will be able to face his future, and learn about his past - or is it face his past and learn about his future? Time travel can be so confusing! Either way, with Onin's help, Jak will sort it out!



## The Kid and his pet Crocadog

Quiet and unassuming, the Kid seems blissfully oblivious to the incredible events surrounding him. No one knows his real name, but this Kid is special, and everyone senses it. Around his neck the Kid wears the Seal of Mar amulet, signifying that he is the one true heir to the throne of Haven City! Prophecies say that only the true heir will be able to open the Tomb of Mar and face the tests of manhood to gain the Precursor Stone.

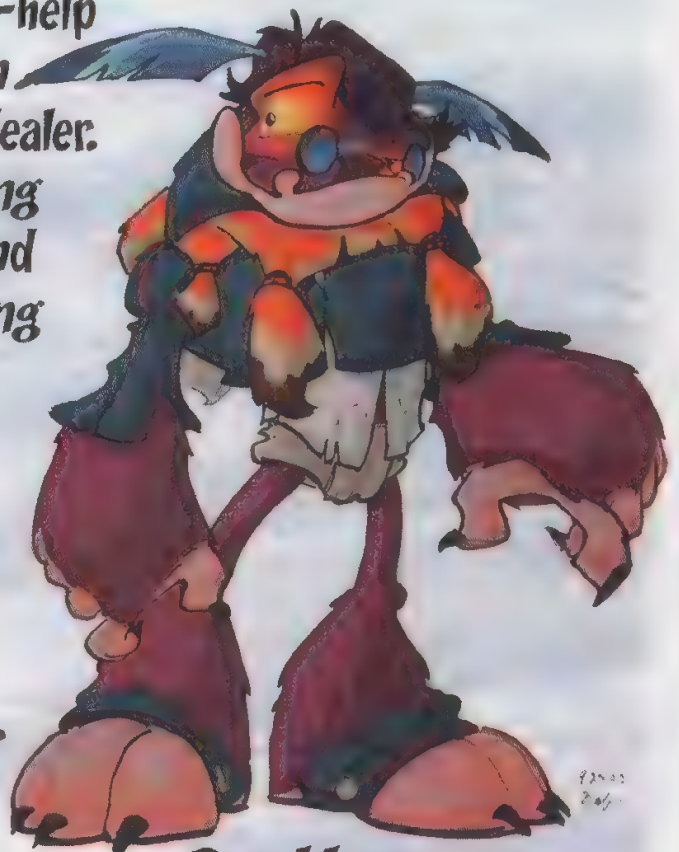
But is this Kid old enough yet? Time is running out. In the end, Jak will find that his own destiny is forever wrapped around this quiet child and the powerful gift Mar left him in a dusty tomb.





# Supporting Characters

Brutter must have attended a great self-help seminar! This one time monster is now an upwardly mobile, self-employed trinket dealer. Brutter is the modern man's lurker, working hard to ascend the evolutionary ladder and reach the top rung of civilization - owning his own timeshare! Dexter doesn't trust Brutter at first - he IS a slobbering, personal-hygiene challenged lurker after all! But in getting to know his inner animal, Dexter finds that people (and beasts) can change for the better, and in a very desperate moment, Brutter helps save the day.



Brutter



Tess is an animal lover, ...but what she does in her spare time is not important. What is important is that Tess became a member of the Underground and was sent to spy on Krew at the Hip Hog Saloon. Tess provides Jak with valuable secrets and falls head over heels for Dexter. She thinks Dexter is the cat's meow, and our little Ottsel can't help but purr when Tess pets him. Tess and Dexter start a romance that, barring major plastic surgery, or a large vat of Dark Eco, could only end in tears. Still, love conquers all!

Tess



# Supporting Characters



## Krew

Krew is an underworld boss, arms dealer, rare artifact collector, and all-around repulsive guy.

Into all things unsavory, Krew runs the seedy Hip-Hog Saloon where his "business" is conducted under walls lined with Metal Head trophies. Krew thrives on chaos, and his loyalties are for sale.

He claims he can get anything for the right price, including weapons of mass destruction, and he boasts clients as famous as Baron Praxis himself. A floating 'grav-basket' supports all 650 pounds of his festering flesh.

## Sig

Sig is a veteran Wastelander and Krew's personal bodyguard. An accomplished Metal Head hunter, Sig proudly wears armor fashioned from the remains of his many kills. Sig's sz.18 boots hold up a solid frame of muscle and attitude, along with a lethal gun he affectionately calls "the Peacemaker". Sig's hard-ass exterior seems offensive at first, but after one earns his respect and trust, he proves to be a loyal and powerful ally.



5-16 02  
B.K.

**NAUGHTY DOG**



# Supporting Characters

Vin is Haven City's chief engineer and power guru. Charged with keeping the city's eco power grid up and running, Vin takes his job **VERY** seriously... Frazzled, paranoid, and on edge, Vin is sure that conspiracy is breeding. His fear of Metal Heads has him turning to the Underground in search of enough eco to keep the city's shields working... but Vin knows time is running out!

**Vin**



**Torn**



A former Commander of the Krimzon Guard, Torn deserted the Baron's army due to the cruel tactics and unjust laws he had to enforce. Now, as 2nd in command of the Underground, Torn's angry nature is overshadowed only by his burning desire to destroy the Baron for what he represents. Torn's old guard contacts provide useful information which is passed on to Jak & Daxter. But, in time, Torn's loyalties to the Underground will be tested...

**NAUGHTY DOG**



# Supporting Characters

## Ashlin

The daughter of Baron Praxis, Ashlin forsook her privileged start and fought her way up through the ranks to become a Commander in the Krimzon Guard. Her fiery personality matches her bright ruby hair, while drop dead looks, cunning brains, and a lethal aim combine to make Ashlin a deliciously deadly triple threat. Still loyal to her father, she has begun to doubt his tactics of late, and a highly secretive past with Torn yields a 'friendship' which provides the Underground with vital information. In the end, Ashlin will be forced to make a choice as she takes a bold stand to save the city...



## Krimzon Guard

Tattooed to show their loyalty and complete fealty to the Baron, the Krimzon Guard are the elite combat soldiers of Haven City. Highly trained and well-equipped, they act as both shock troops for the city's defense, as well as for brutal civilian control. Led by Erol, their sinister Captain, the Krimzon Guard leave a cruel wake of destruction and fear.



# Supporting Characters



## Kor

Kor is a venerable old mystic from the deep Wasteland. A mysterious wanderer, Kor's travels provide Jak with vital information about ancient lore and the dangers lurking outside the safety of the city walls.

Now working with the Underground, Kor takes Jak under his wing, mentoring and helping him in his quests to destroy the Baron and find the artifacts needed to save Haven City.

Kor's odd behavior is thought to be the peculiar acts of an eccentric loner, but soon a terrible secret reveals his own dark agenda!

7.16.02

OK





TORN  
4.16.02  
KMF





4.8.02  
M. K.





5-16-02  
JH





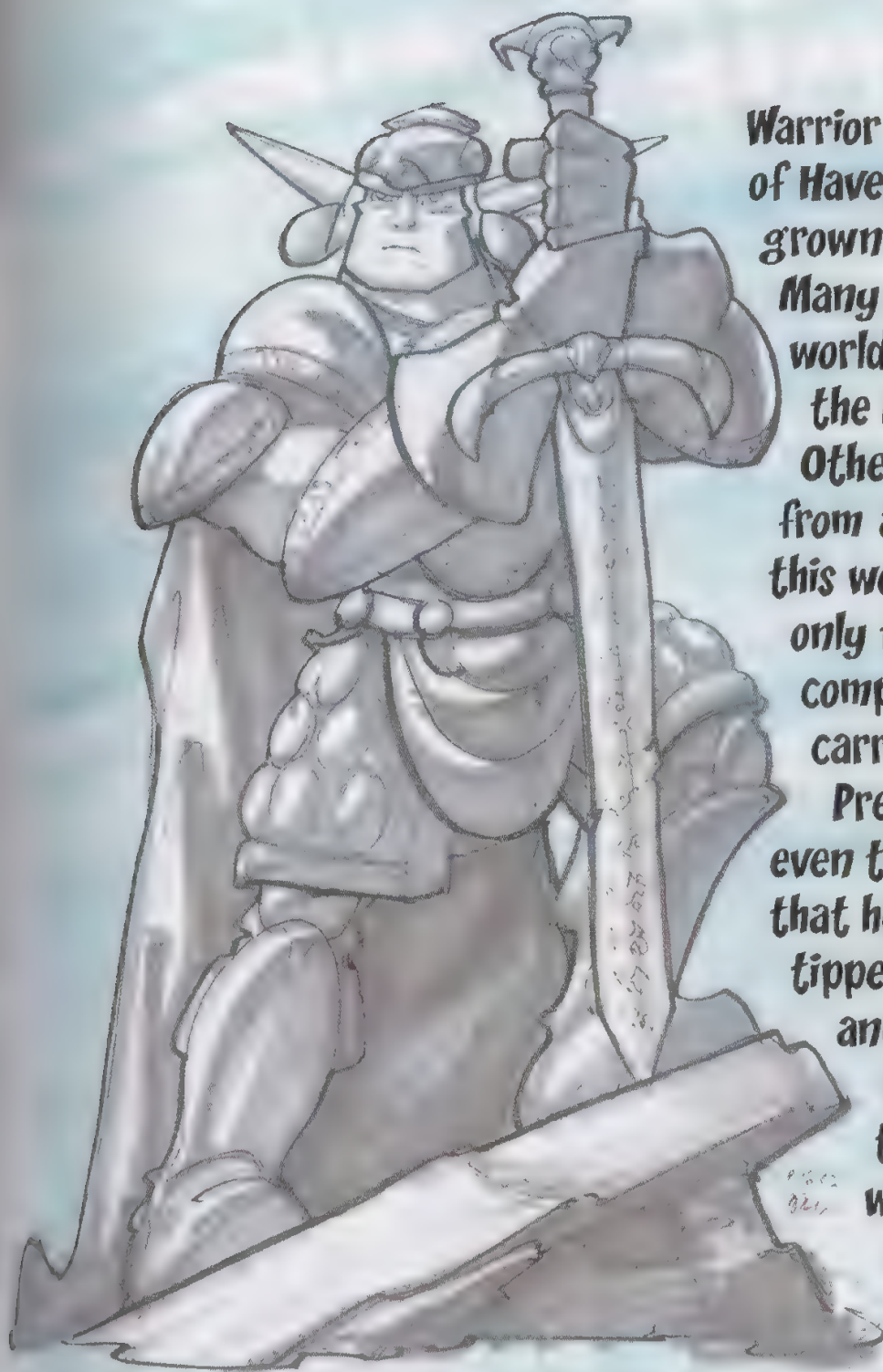


# 4 MINOR CHARACTERS





# Statue of Mar



Warrior King and brave founder of Haven City, Mar's legend has grown to mythic proportions.

Many say that without him, the world would have been lost to the Metal Heads long ago.

Others believe that Mar was from another time and came to this world through a hole in space, only to leave when his task was complete. Still others say he

carried the power of the Precursor's within him, and even talked with them! It is known that he wielded a mighty sword tipped with a Precursor Stone, and when Mar fell in battle, the Stone was buried in his tomb so its dangerous power would be kept safe until a new leader could emerge.



# 5 ENEMIES



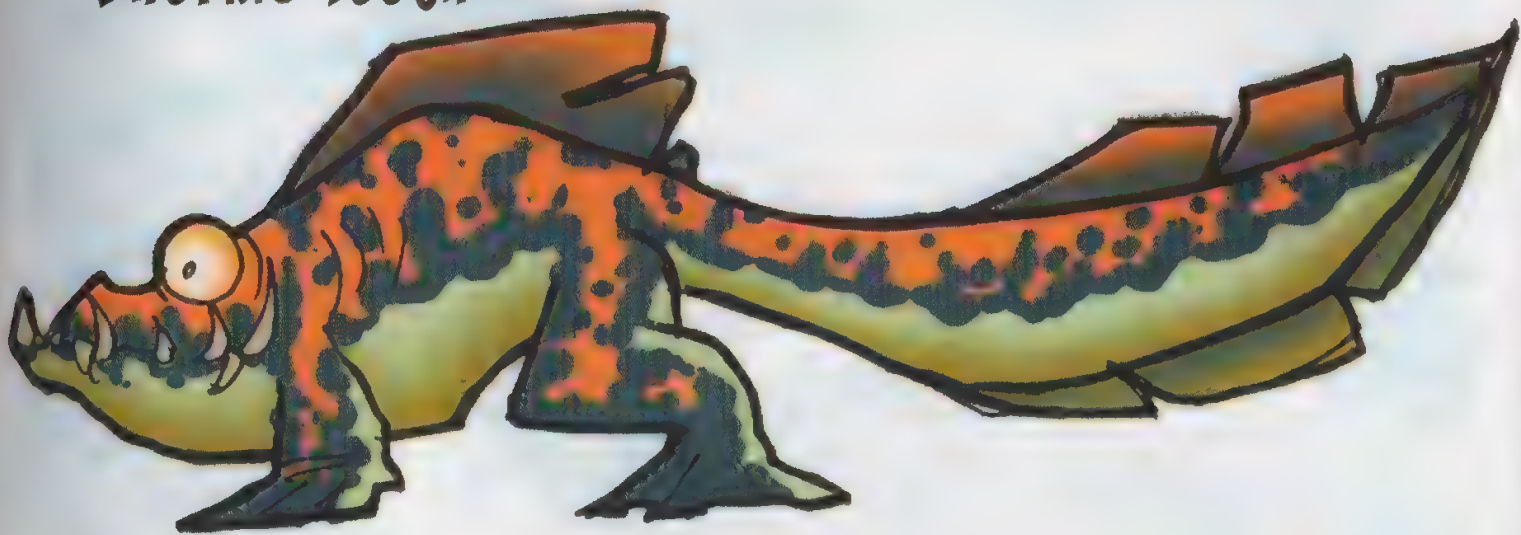


# Indigenous Enemies



**Glub**

**Znorkle Tooth**





# Metal Heads

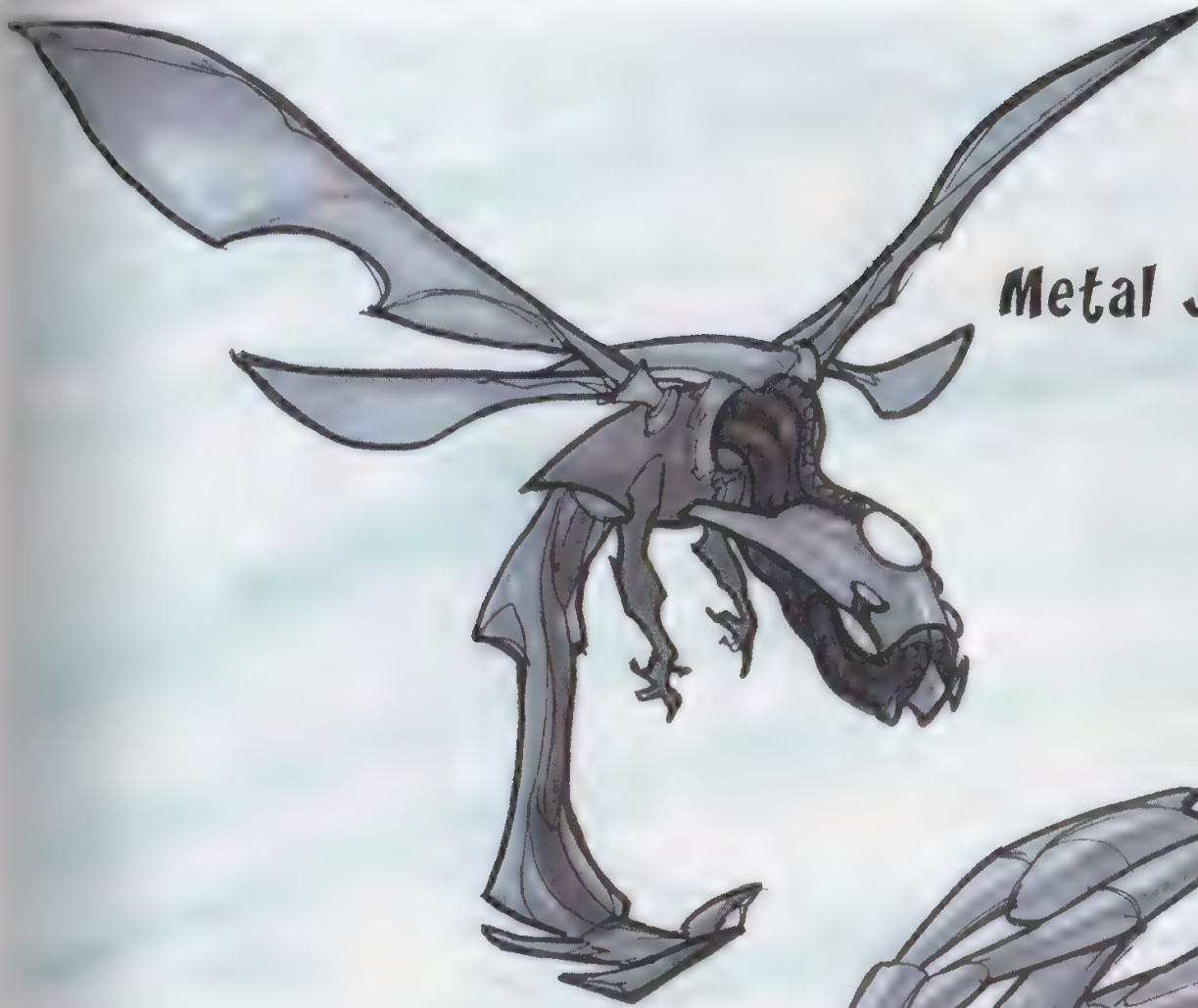


**Grunt**



4-2-01  
D. H. J.





**Metal Jacket**

# Metal Heads



**Stinger**

4.4.02  
RJA



# Metal Heads

**Sling Blaster**



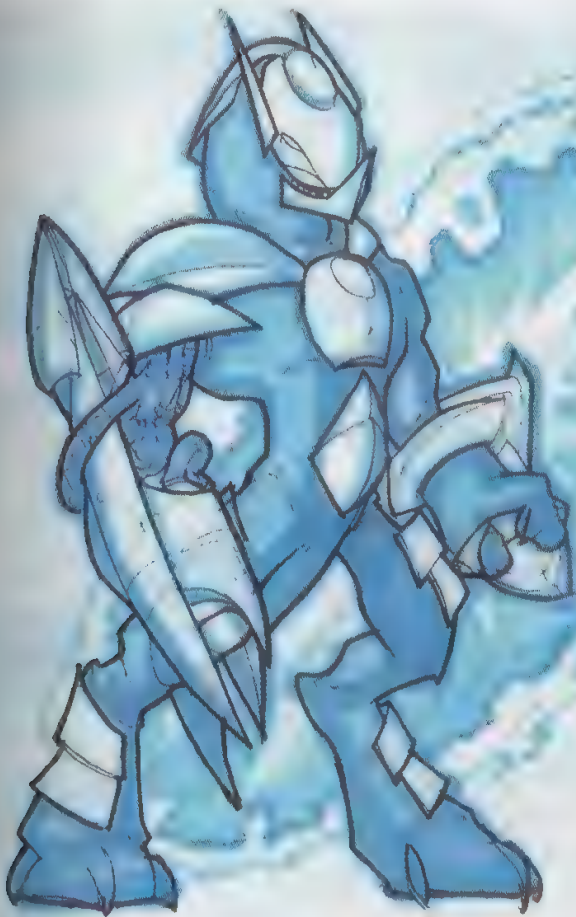
5-20-02  
N/D



**Rapid Gunner**



# Metal Heads



**Stalker**

6.20.02  
Wag



**Juice Goon**

6.20.02  
Wag

**NAUGHTY DOG**



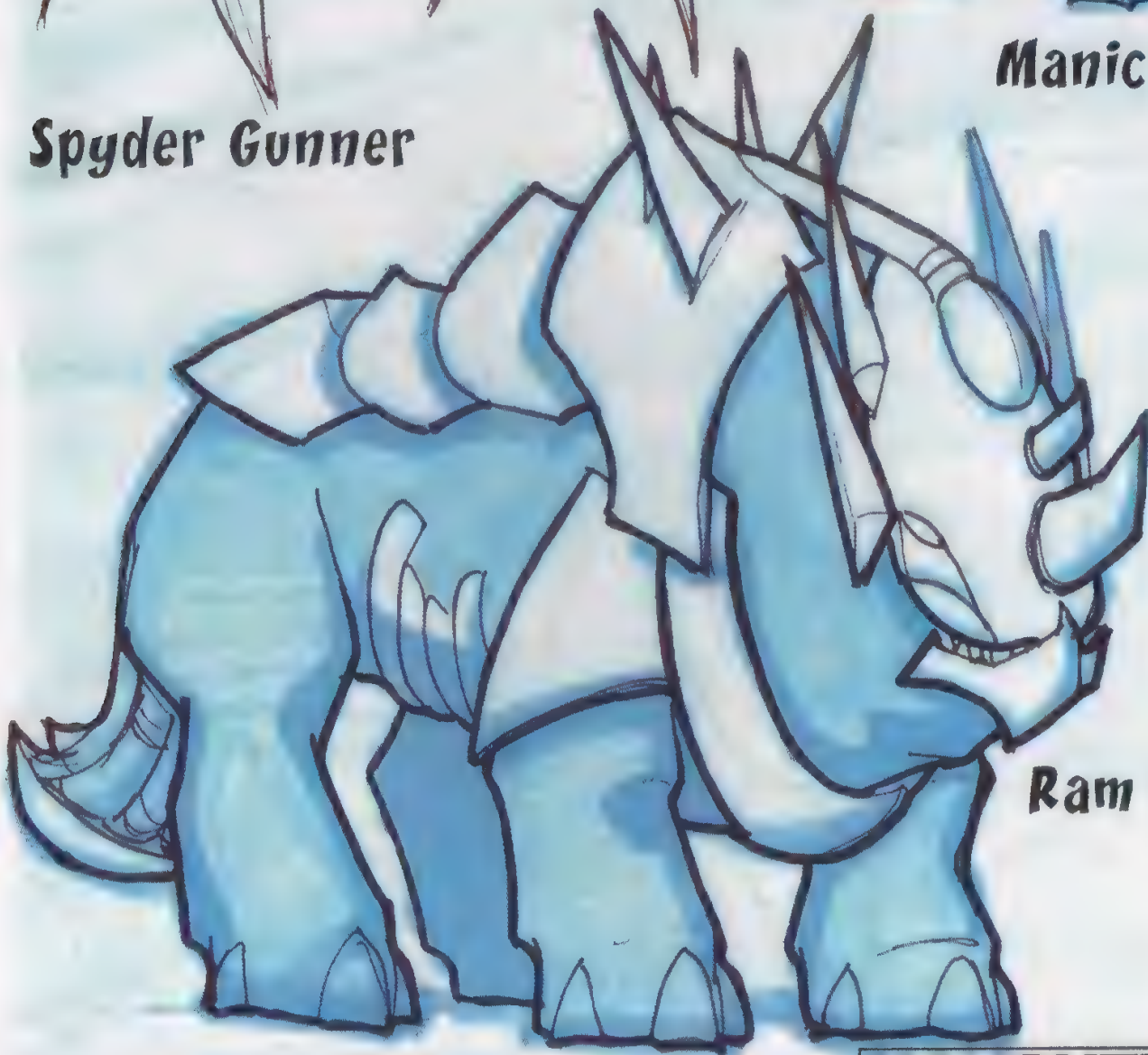
# Metal Heads



**Spyder Gunner**



**Manic Head**



**Ram Head**

6.20.02

*Blab*

**NAUGHTY DOG**





13-02  
K. H. H.





4.2.02  
B. P. J.





4.9.02  
R.M.



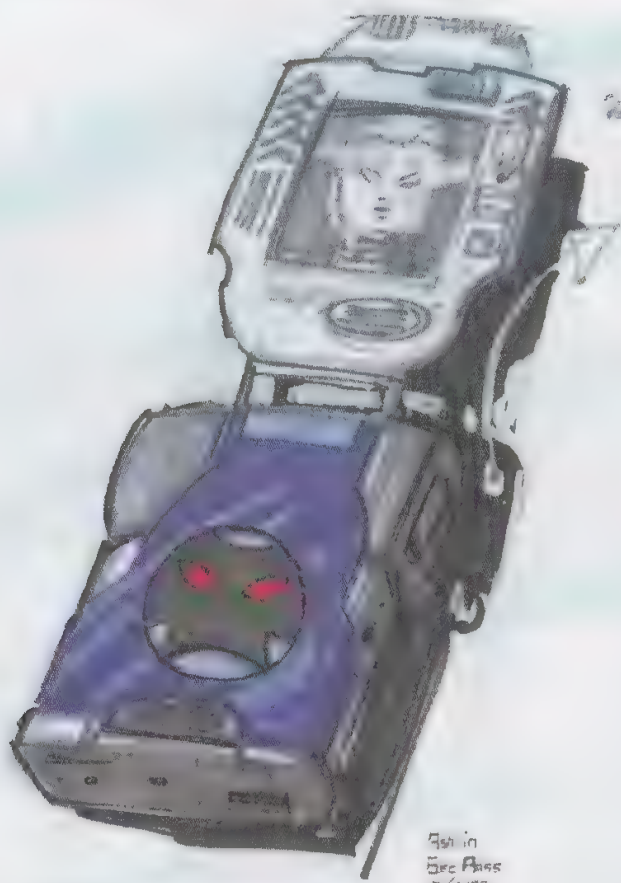
6

GADGETS





# Security Pass

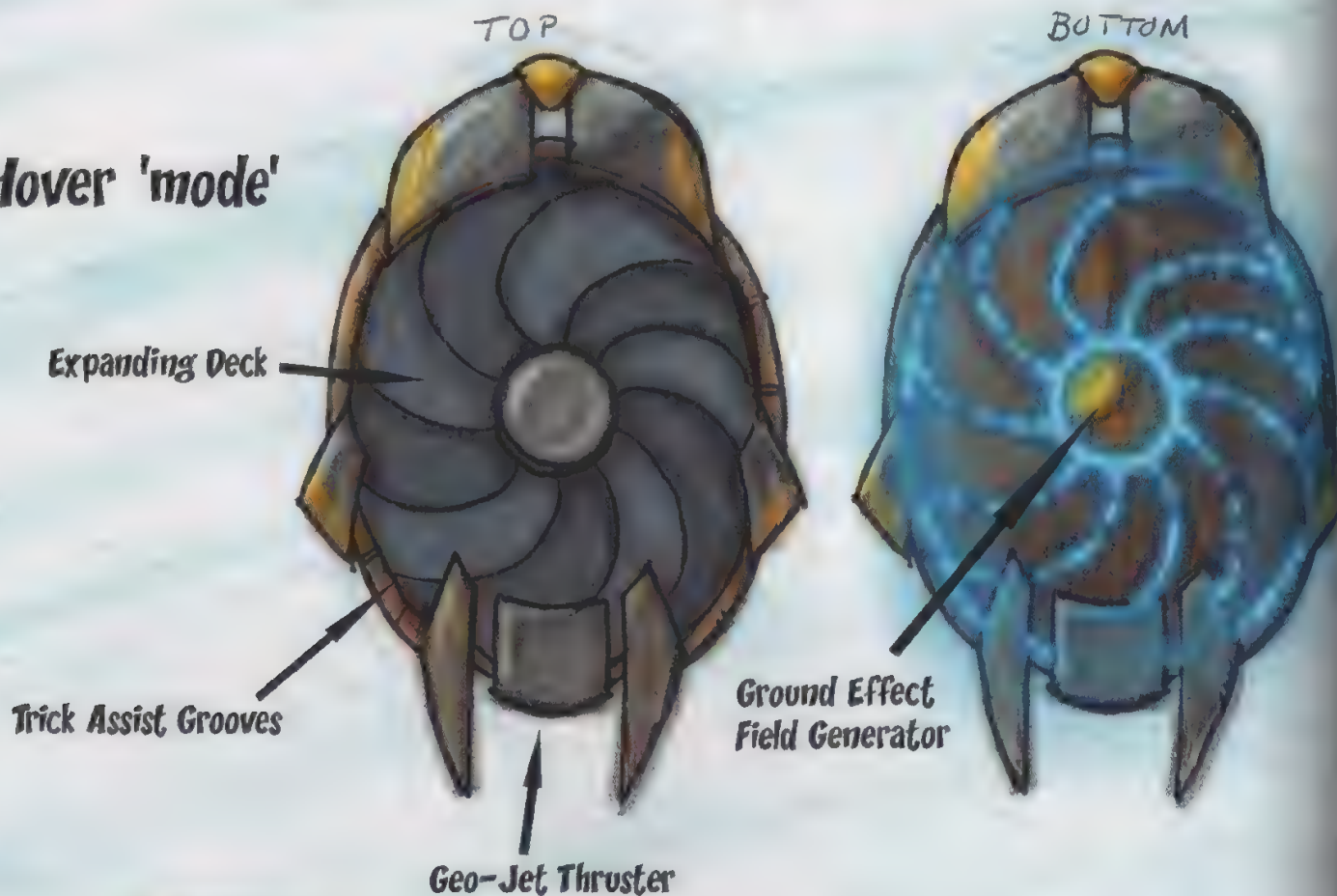


**Haven City is under martial law, and many sections of the city have been locked down. Entrance is forbidden without proper security clearance. Jak must find, earn, and collect a number of security passes if he wishes to visit every section of the city.**

# Jet Board

Used for rapid terrain riding (including some verticle challenges), the Jet Board allows Jak to trick his way through obstacle courses his legs could never take him. Even over Dark Eco, the Jet Board is a welcome assist in getting to places Jak never thought he could reach, and of course, doing it with style!

## Hover 'mode'



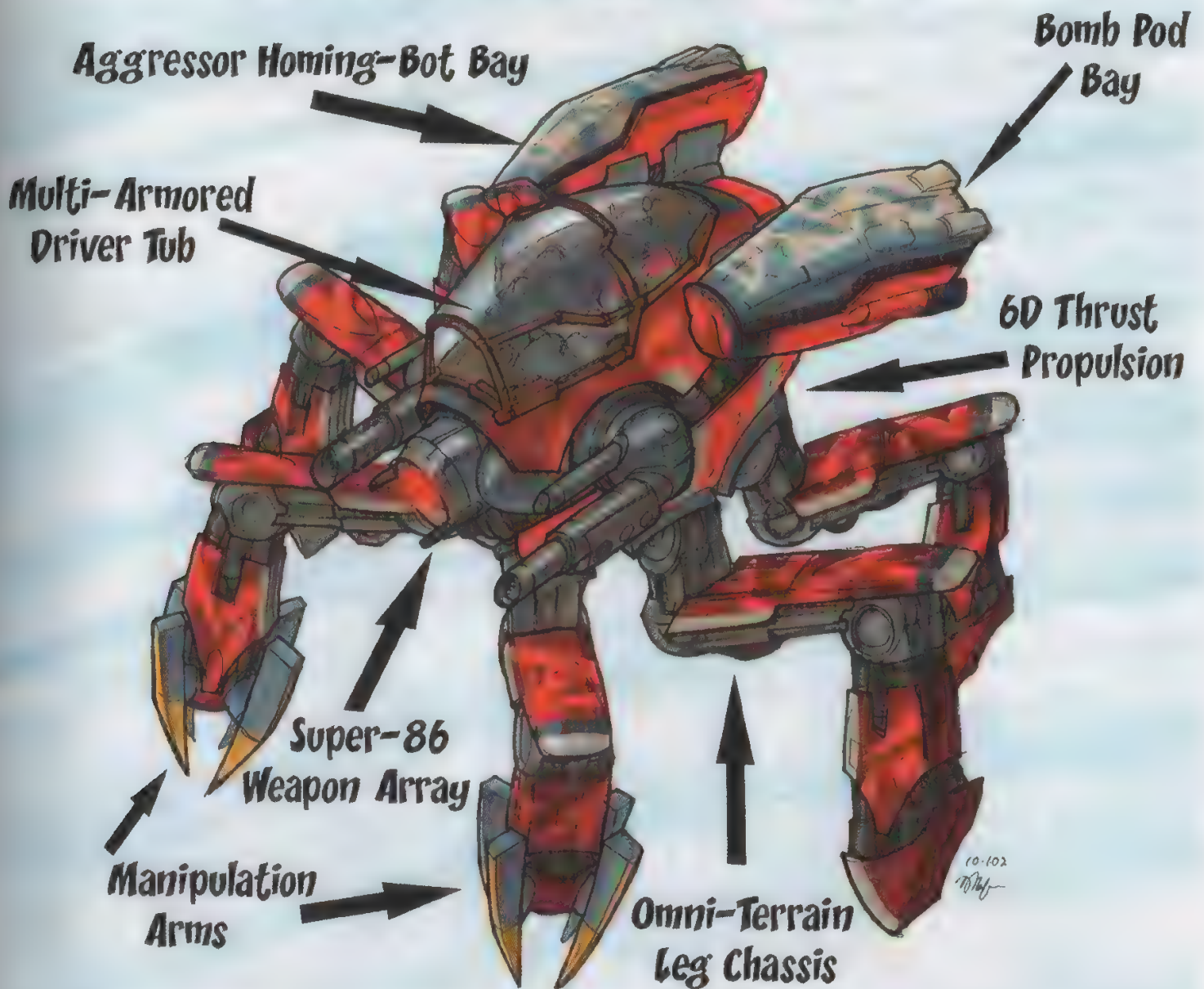
## Back-Pack 'mode'



## Side-view (hover)



# Baron Battle Mech



After losing both his pride and body parts facing countless Metal Heads in battle, Baron Praxis takes no chances in combat now! To gain the upper hand in every situation, the Baron augments his formidable fighting skills with the latest in battle mech technology. Modular by design, the Baron's Mech can evolve by adding different weapons or capabilities for various missions and environments. Lethal in any combination, the odds of survival are very low for anyone unlucky enough to face this monstrosity.

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**NAUGHTY DOG**



# Titan Power Suit

Designed to operate in the dangerous environments of the Wasteland, the Titan Power Suit provides maximum protection, aggressive obstacle clearance capabilities, and heavy lift capacity for your every need. Weighing in at just under 3 tons, the Titan Power Suit moves slowly, but with its power and protection at your command, the suit can clear out all but the worst obstacles when the going gets tough.





**Rear View**

*Insulated cab with Meta-Glass  
sealed viewport,  
keeping user safe from  
outside environments*

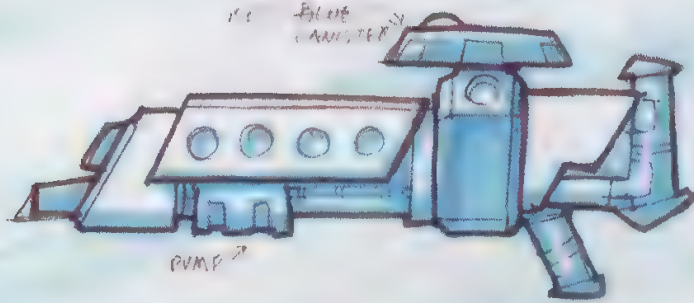
*Dual Thrust Jump Jets  
for hopping maneuvers*

*Sure-Foot Real Time Stabilization*

**Cockpit Inset**

# Jak's Morph Gun

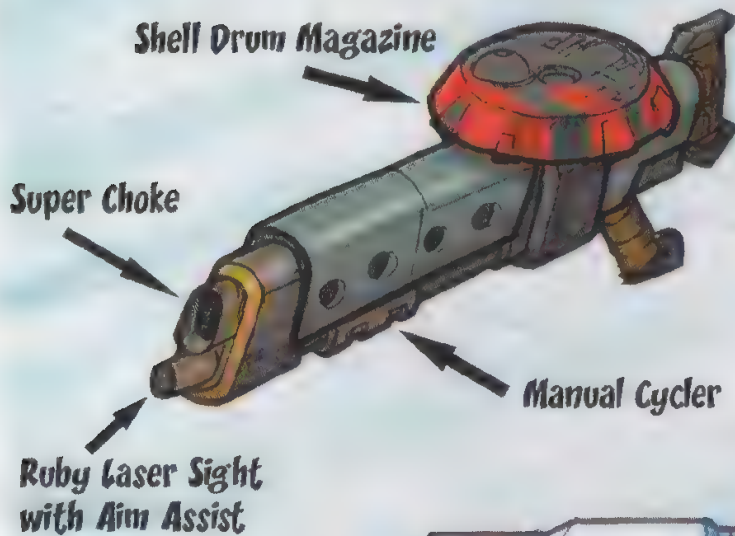
Field Tested for high survivability and maximum target impact in the most lethal of combat environments, the Morph Gun is a Wastelander's best friend when a "situation" hits the fan and you need the proverbial Big Stick. Sporting 4 user selectable firepower modes, the Morph Gun will keep your friends close, and your enemies dead.



## Scatter Gun 'mode' (RED)

The short range choice, with a wide field of fire requiring less aim, the Scatter Gun mode has big enemy knock back to clear your path. All this at the expense of range and rate of fire.

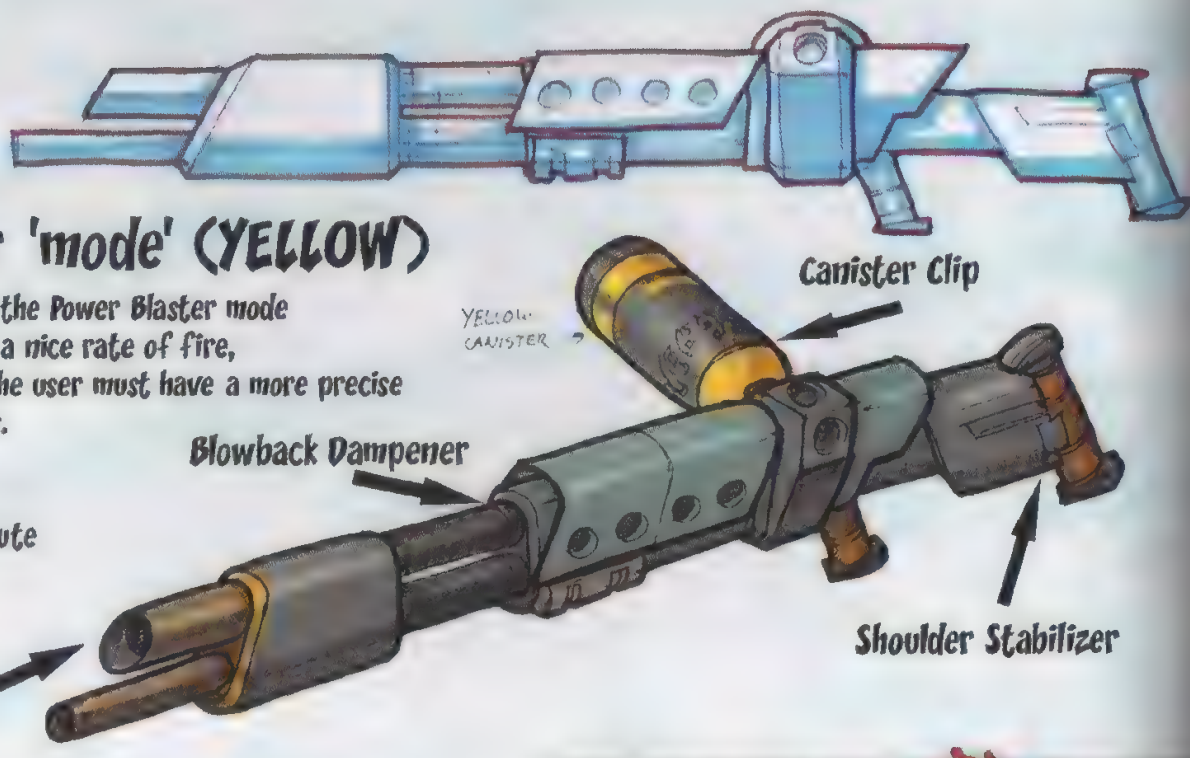
RANGE - 15 meters  
ROF - 55 rounds per minute  
AMMO CAPACITY - 50



## Power Blaster 'mode' (YELLOW)

A good all-round setting, the Power Blaster mode has the longest range and a nice rate of fire, but there is a trade-off. The user must have a more precise aim than with other modes.

RANGE - 100 meters  
ROF - 180 rounds per minute  
AMMO CAPACITY - 100



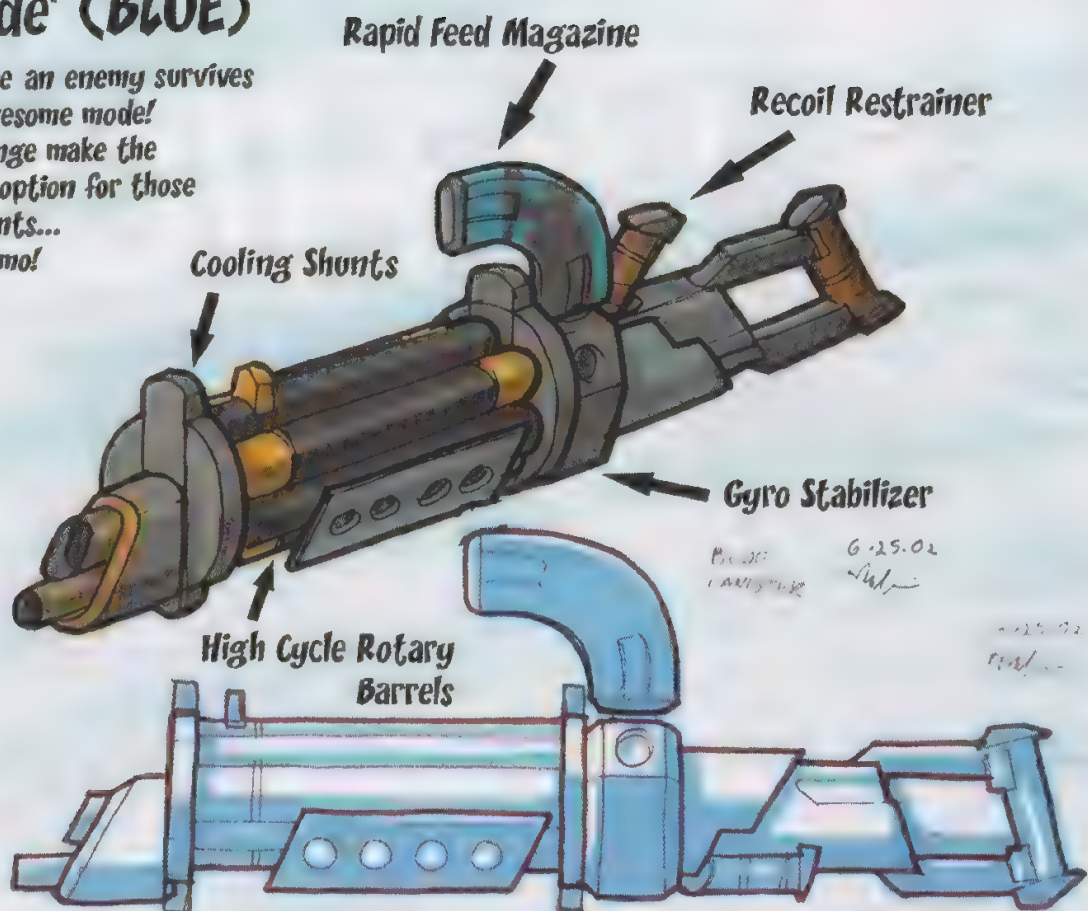
**NAUGHTY DOG**



## Vulcan Fury 'mode' (BLUE)

It will be a cold day in hell before an enemy survives your punishing fire from this awesome mode! Extreme ROF and respectable range make the Vulcan setting a scorched earth option for those wonderful target rich environments... but you'd better pack lots of ammo!

RANGE - 80 meters  
ROF - 600 rounds per minute  
AMMO CAPACITY - 200



## Boom Stick 'mode' (BLACK)

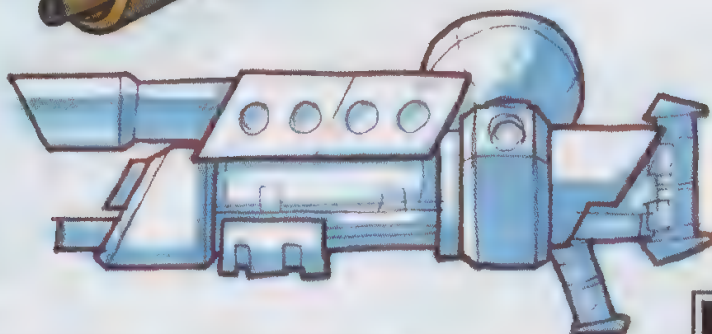
User Detonation  
Signal Box

Launcher

High Pressure  
Gas Vent

When you need to make a big impact, the Boom Stick mode will provide plenty of explosive persuasion for even the most stubborn enemies. Launching canisters of HE in both Fire-and-forget or User-Selectable-Detonation, this area coverage weapon is a real blast when crashing parties!

RANGE - 5 to 70 meters  
ROF - 60 rounds per minute  
AMMO CAPACITY - 25



# 7 VEHICLES

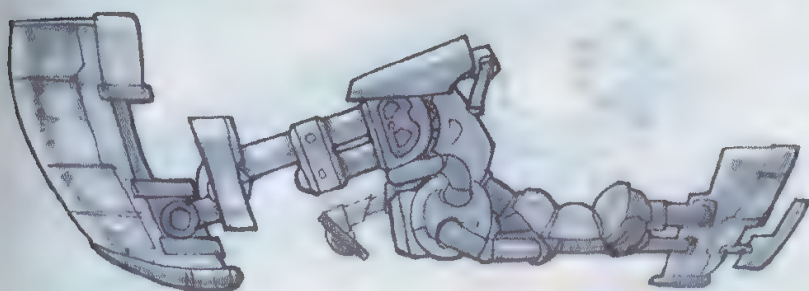


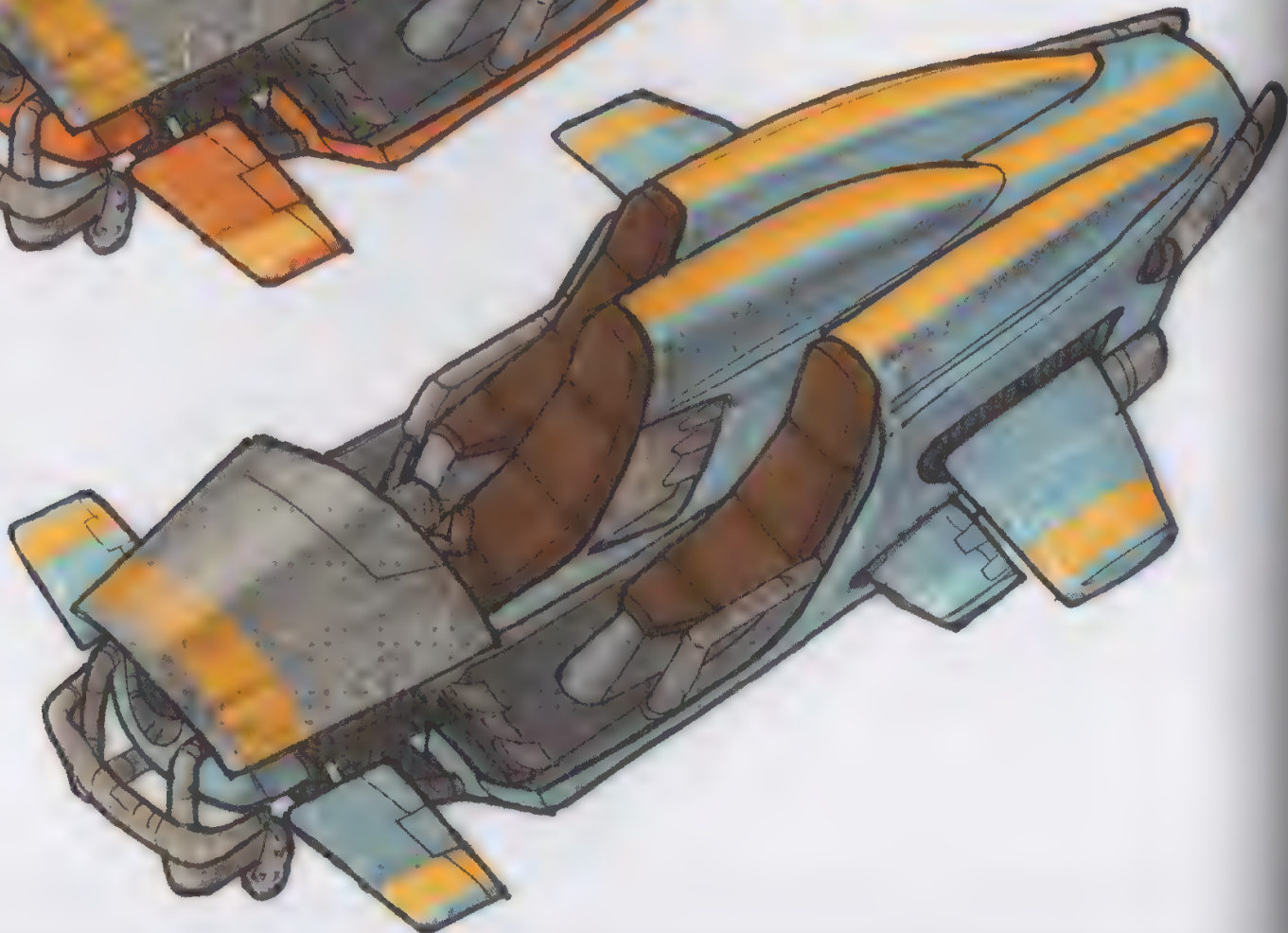
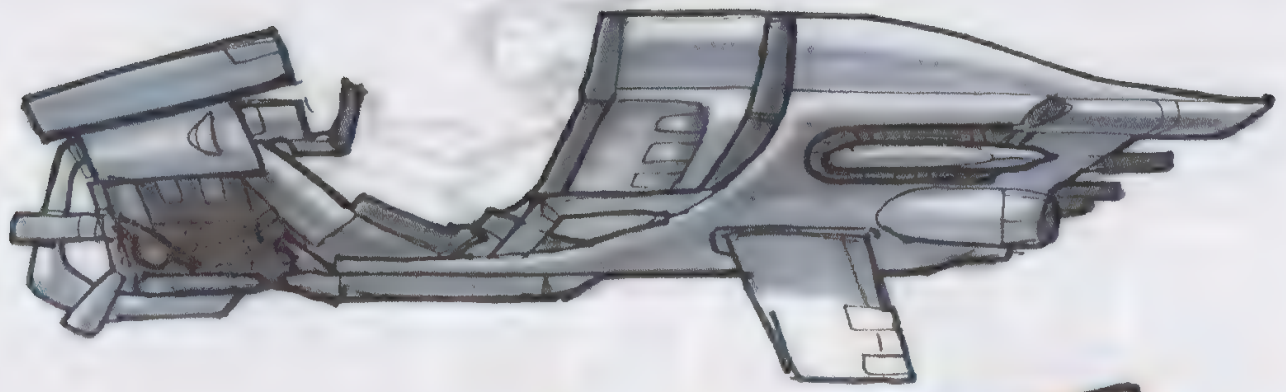


# Racing Vehicles >> Air Racer



Sleek, light, and incredibly fast, Air Racers are the pinnacle of racing technology. Known affectionately by their drivers as "the Wedgie" as much for their front air wedge design as for the effect they have on their riders during acceleration, these tricky vehicles are not for the faint of heart. They require lightning fast reflexes and an iron will to ride. Now that racing has become the most popular sport in the city, Jak must learn to ride one of these widow makers if he is to ever win the crowd and the Championship trophy!

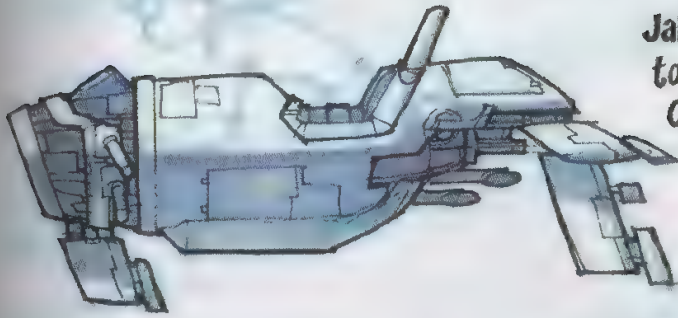




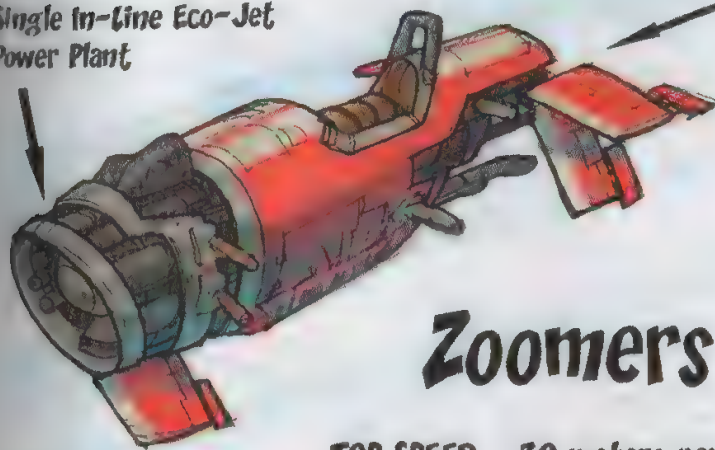


# City Vehicles

Jak and Daxter can 'borrow' a variety of city hover vehicles to aid in rapid transportation, escape, and task completion. Occasionally, the city will hold Street Racing Tournaments, making development of skills as a driver both fun and important.



Single In-line Eco-Jet  
Power Plant

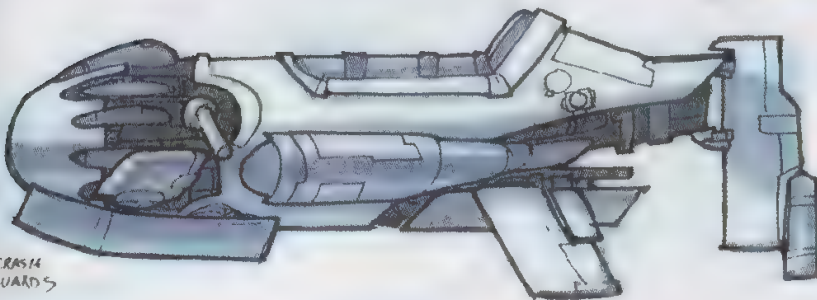


Steering Rudder



## Zoomers

TOP SPEED - 30 meters per second  
HANDLING - Very responsive



CRASH  
GUARDS

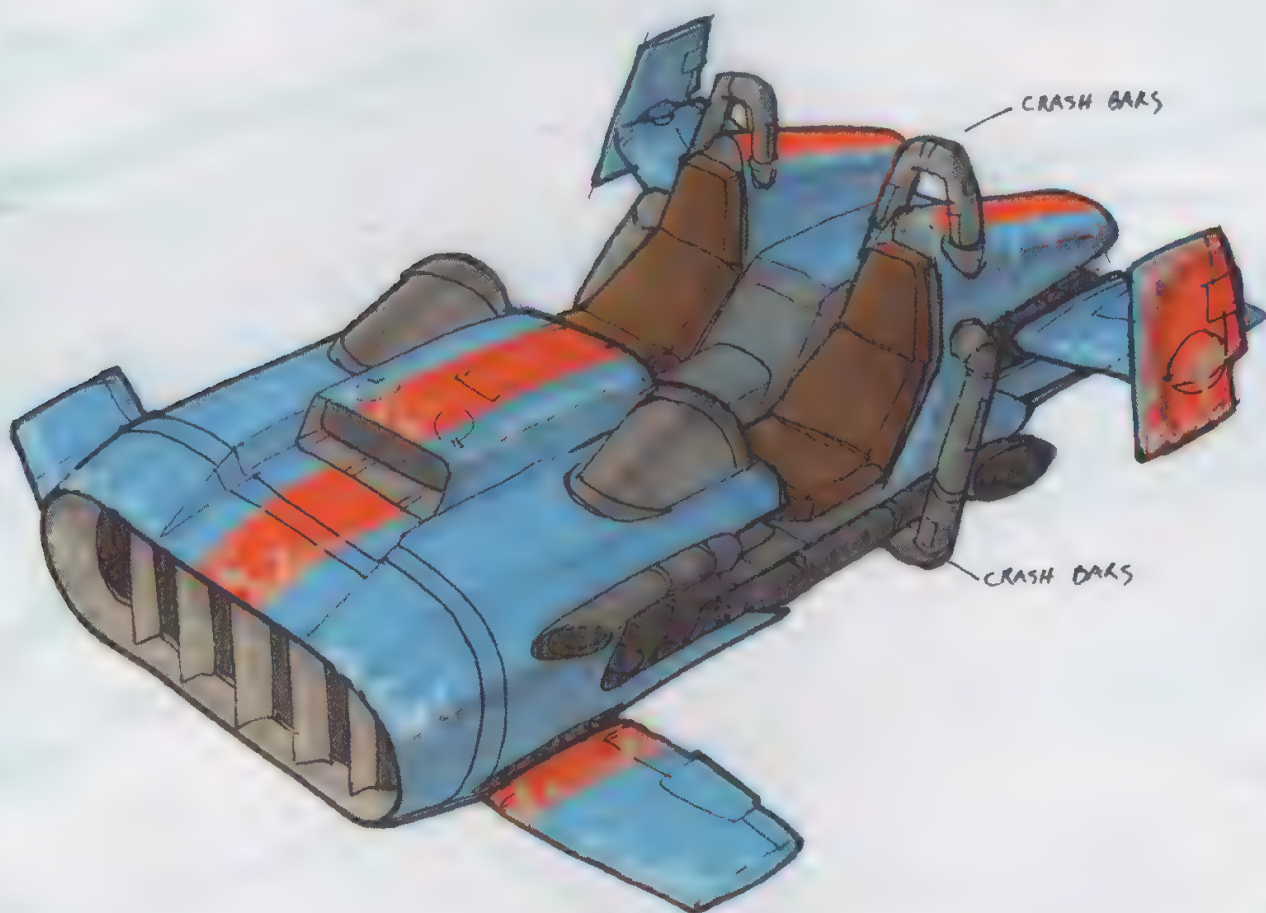


Hard Turn Carving Fins



Advanced A-Grav Field Shifter allows driver to switch  
between Low and High Hover Lanes

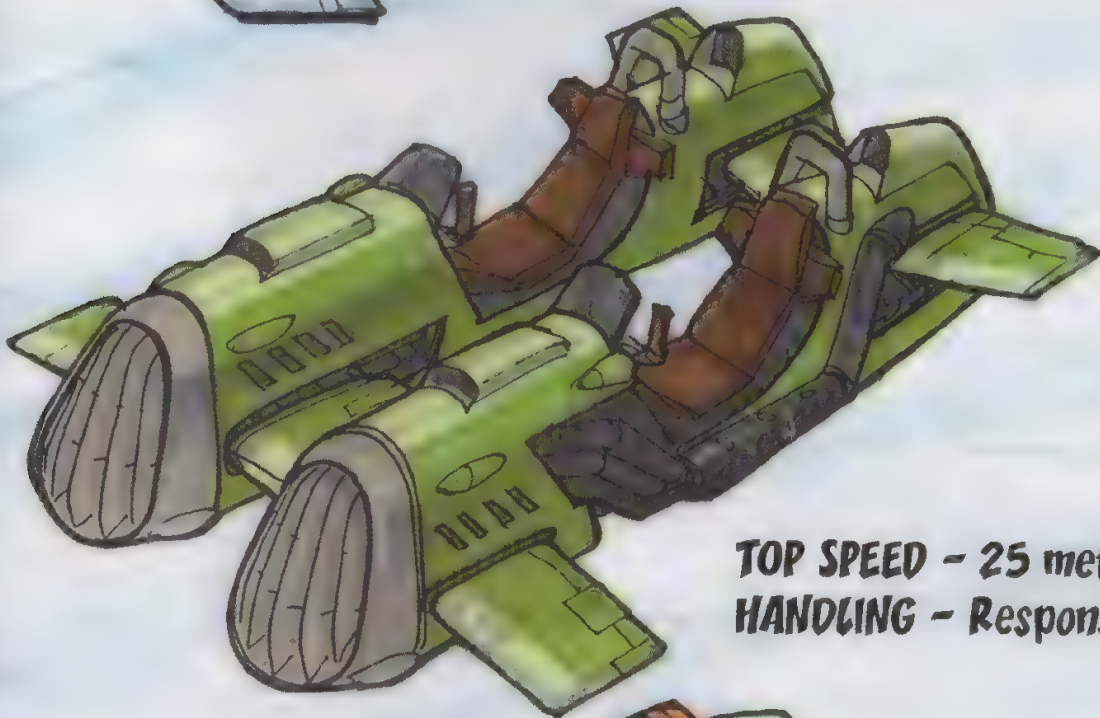
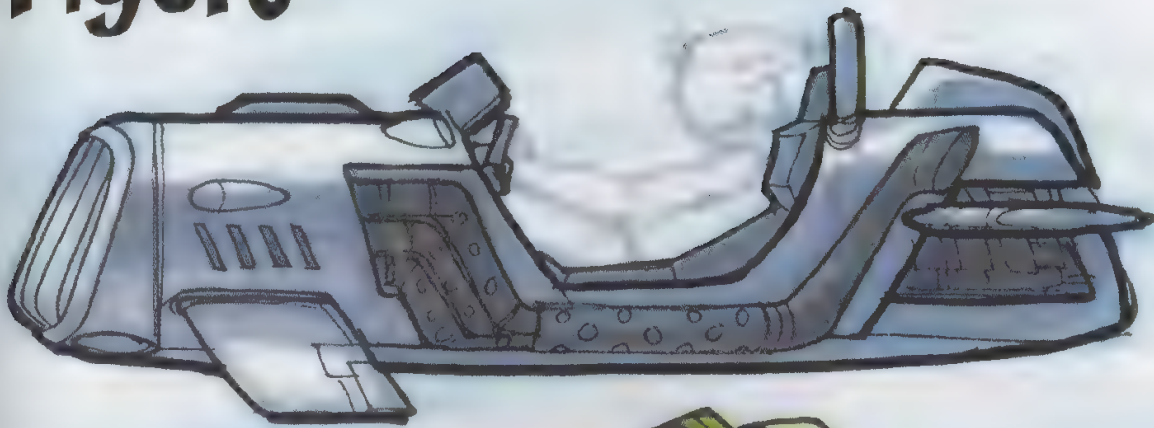
# Flyers



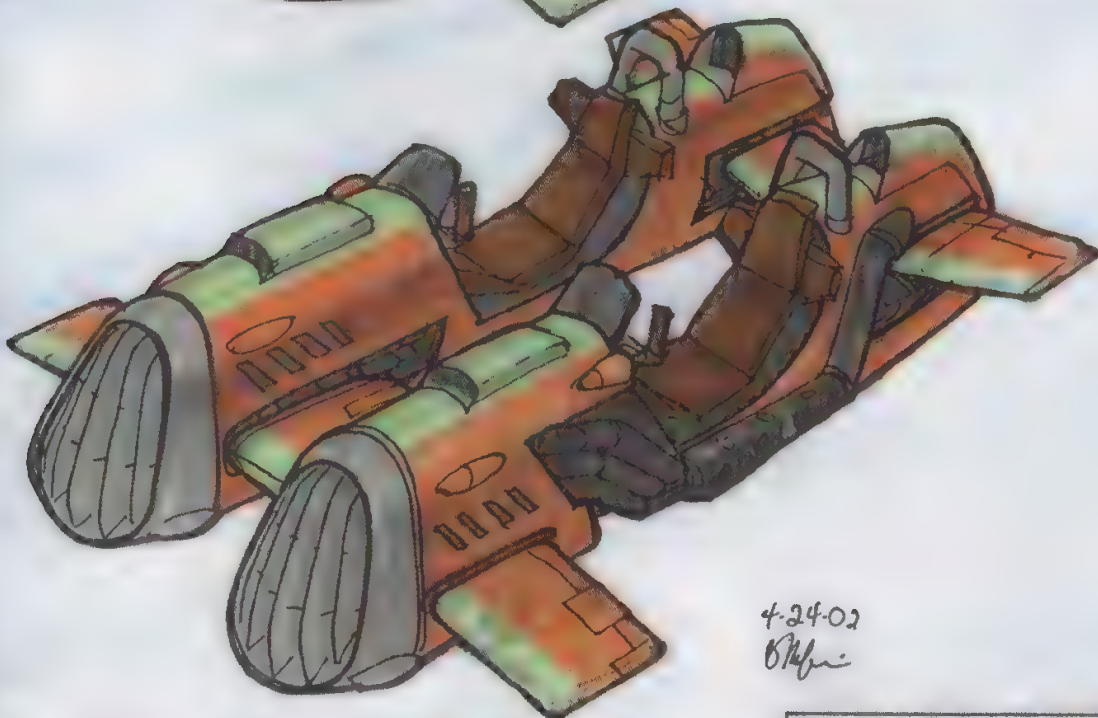
**TOP SPEED** - 25 meters per second  
**HANDLING** - Responsive



# Flyers



**TOP SPEED - 25 meters per second**  
**HANDLING - Responsive**



4-24-02  
B. H. H.

# Cruisers

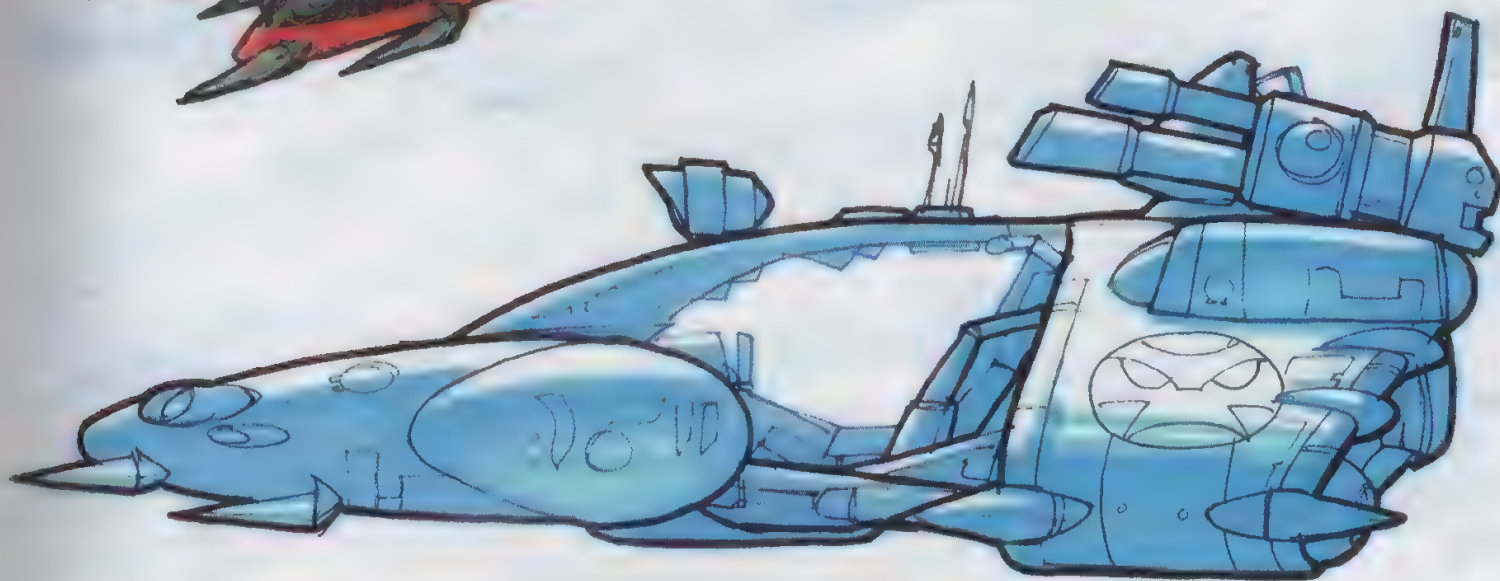
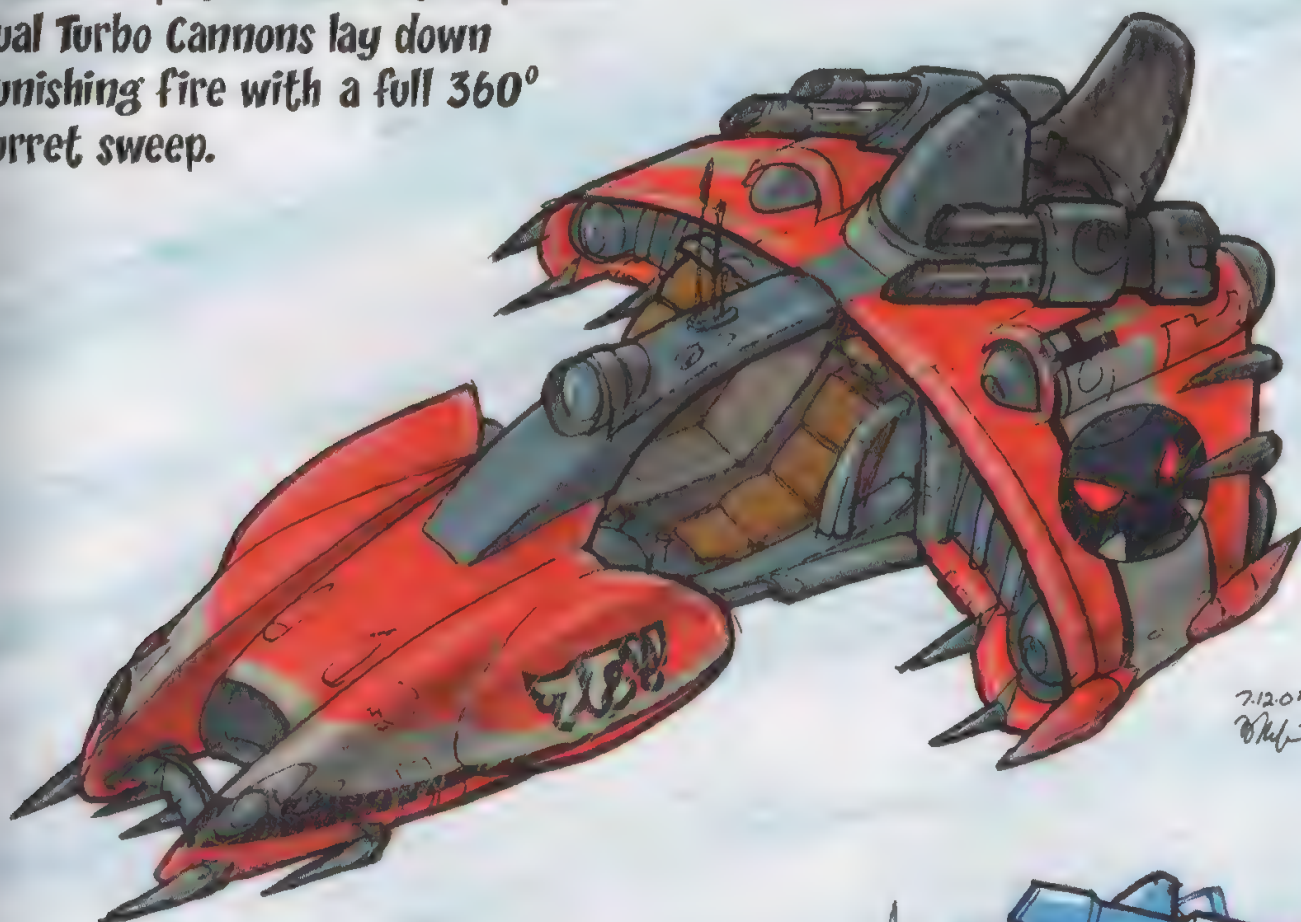


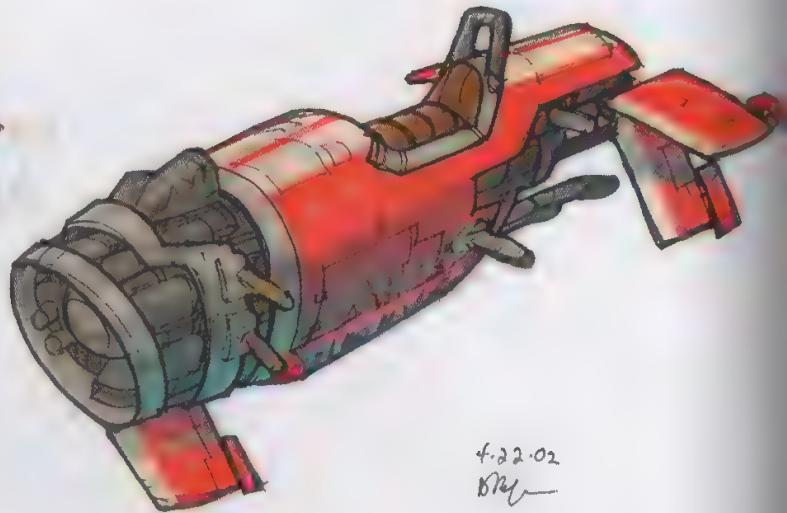
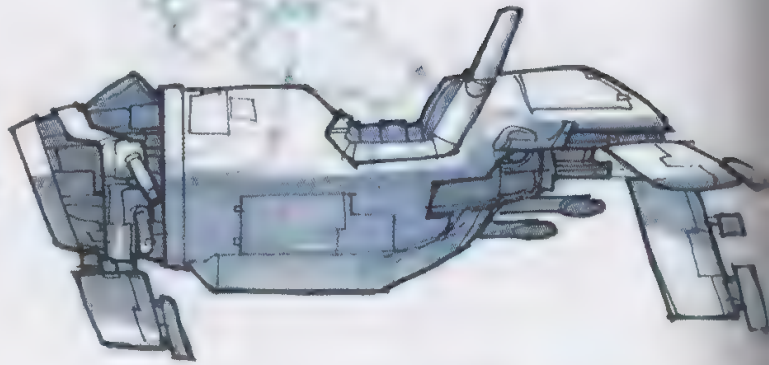
**TOP SPEED** - 30 meters per second  
**HANDLING** - Sluggish



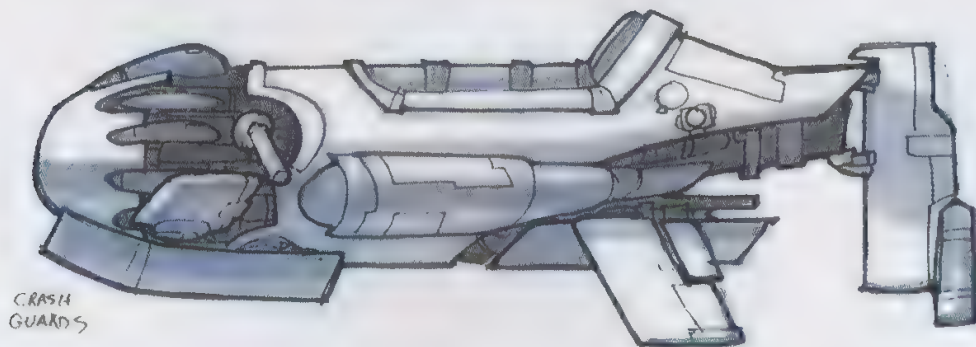
# Krimzon Hell Cat Cruiser

A fast attack craft used by the Krimzon Guard for patrol and riot response. Dual Turbo Cannons lay down punishing fire with a full 360° turret sweep.

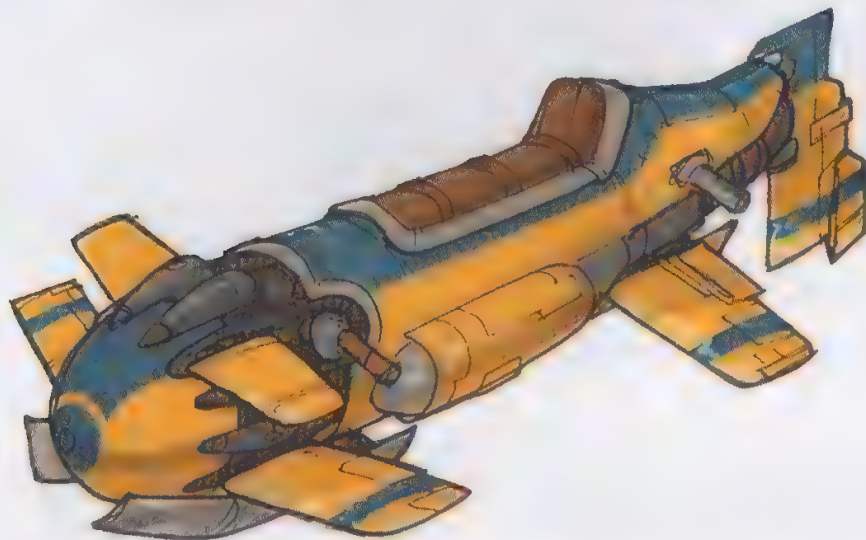




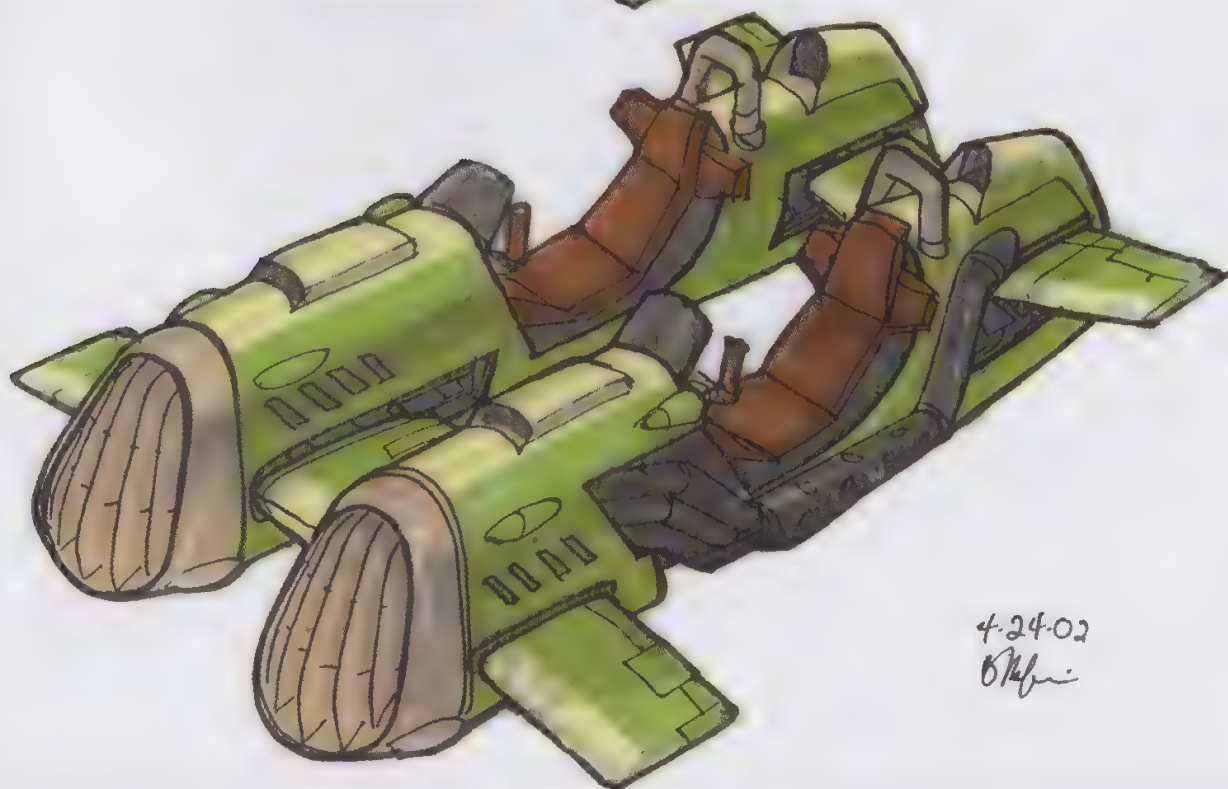
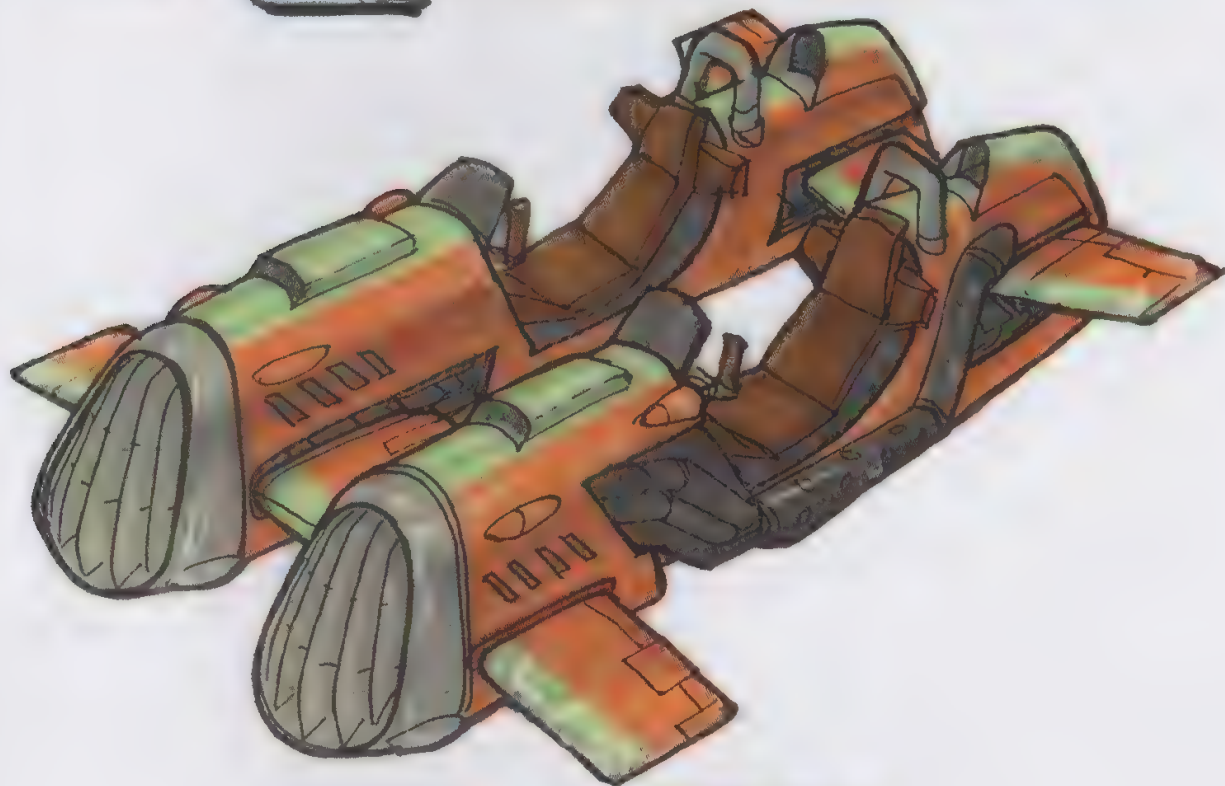
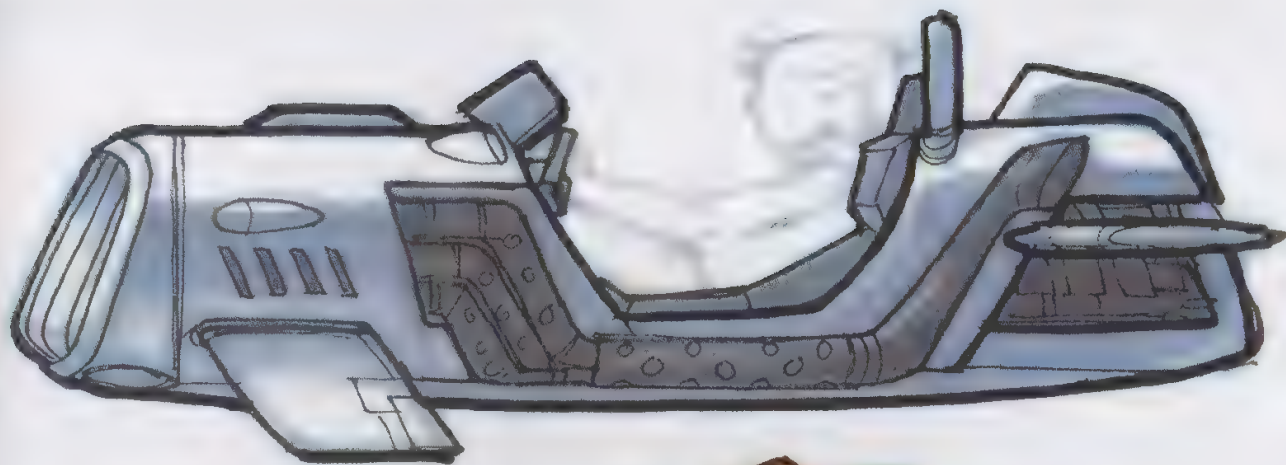
4-22-02  
Bry



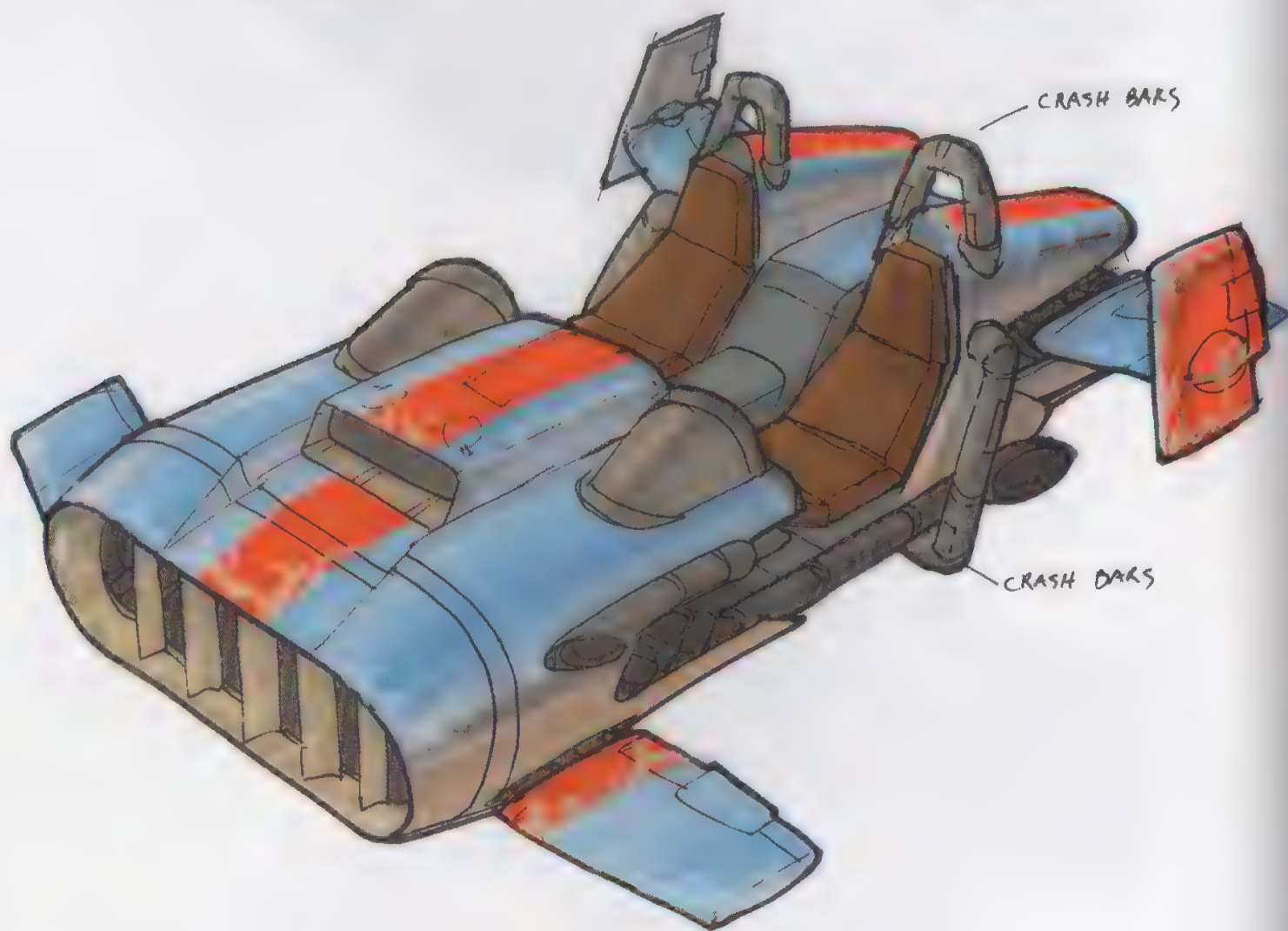
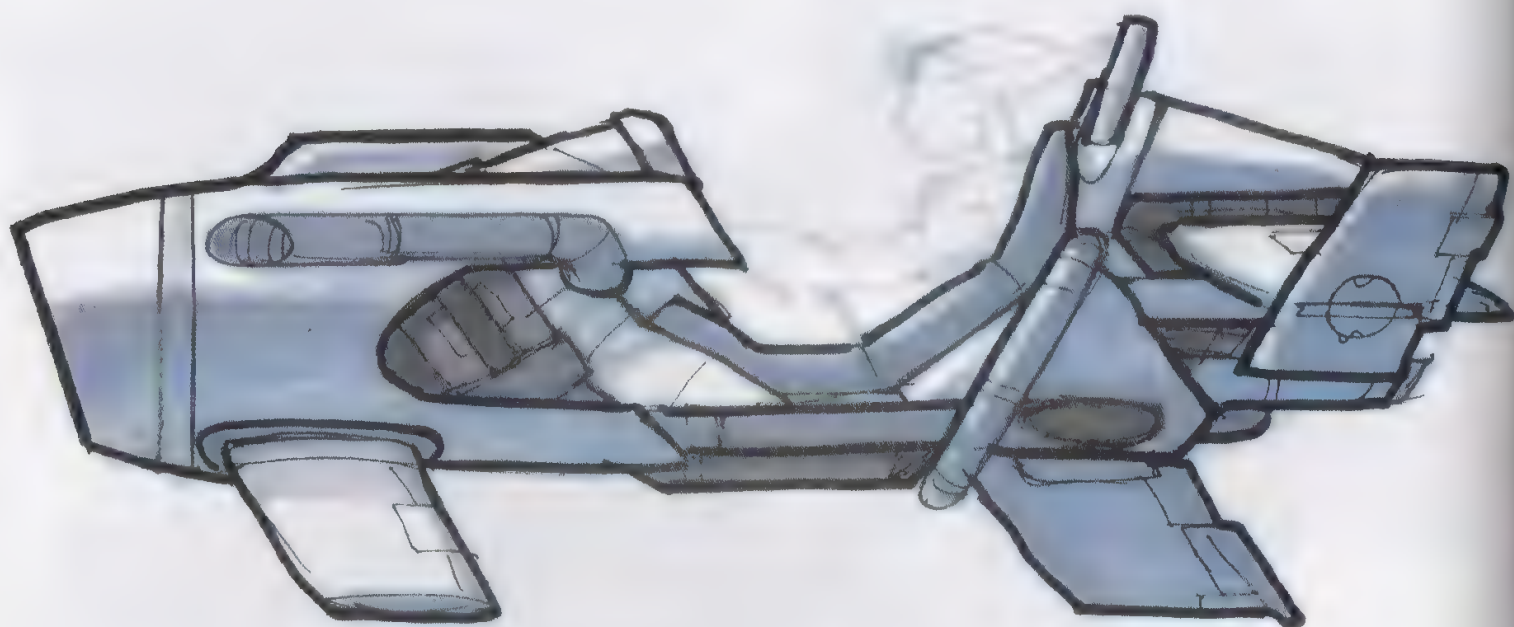
CRASH  
GUARDS





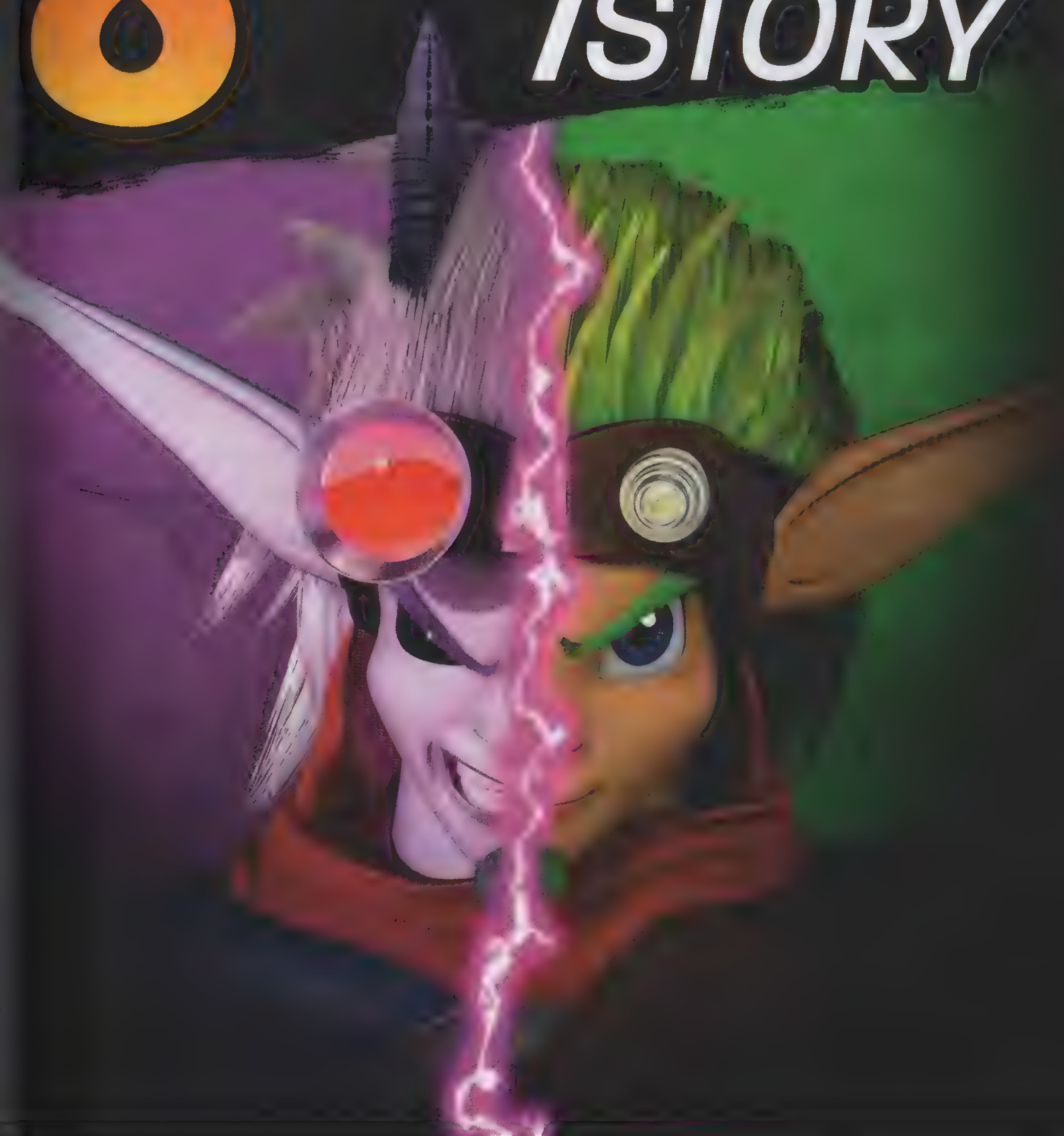


4-24-02  
B. H. H.





# 8 PLOT/ STORY



## STORY SYNOPSIS

**H**aving defeated Gol and Maga in their first adventure, Jak, Dexter, Samos, and Keira explore the towering Precursor structures surrounding the site of their victory. Opening one huge door in the complex, the group finds a strange Precursor machine with a beautiful glowing energy field. Everyone is excited about the discovery, but Samos cautions Jak.

"We must study this well before we act."

Almost without thought, Jak touches the machine, and before anyone knows what is happening, the machine springs to life, its energy field growing brighter. A deep thunderous roar begins to build, shaking the tower's ground under feet. Suddenly a giant beam from the machine shoots into the sky, splitting the very fabric of space with a thunder clap!

"So this is how it started. . ." Samos mutters. But before anyone can say another word, swarms of dark creatures pour out from the new rift. The creatures are spiked and winged, with shiny metal heads on grotesque green black bodies. They swirl around Jak in growing numbers, and then from the center of the storm, a much larger creature emerges. It towers above them. Terrible eyes burn from a huge metal skull, with long jagged teeth spiking out from blackened gums. The monster appears to be looking for someone. It sees Jak and roars.

The rift grows larger, and the violent airstream spirals up into the vortex. In the vicious swirl, Samos and Keira are suddenly sucked up into the rift, vanishing in a puff of energy.

Like a nightmare, the huge metal monster howls a challenge to Jak.

"You cannot hide from me! Even in time, I will find you!"

Jak watches in horror as the creature closes in on him. In a flash, he realizes there is but one avenue of escape.

"Hold on Dexter!" Jak yells as he runs across the top of the tower, building up speed. Dexter screams in protest when he realizes what Jak is about to do. At the end of the tower only open space awaits, hundreds of feet above jagged rocks below! Jak runs past the dark creatures and reaches the edge of the tower, then jumps with every ounce of energy he has. For a moment Jak and Dexter hang in slow time, like a feather after it has been thrown, then the rift's maelstrom pulls them up. . .up into the bright spinning maw above. The world falls away as Jak and Dexter hit the rift's swirling rim, and then there is only white light. . .

So begins the next big adventure of Jak and Dexter 2. . .



# STORY SYNOPSIS

(continued)

**After falling into the swirling time rift, Jak and Dexter find themselves in a strange and bustling city three hundred years in the future. It is a city under siege, ruled by a tyrannical Baron, and surrounded by a dark Wasteland on the brink of destruction.**

**Jak is immediately captured by the Baron's guards and thrown into prison where terrible Dark Eco experiments change him forever.**

**With Dexter's help, Jak finally escapes, and together they begin their quest to find the answers about where they are, and what has happened.**

**They find a city living in fear of invading creatures called "Metal Heads" - the very same creatures Jak and Dexter saw swarming out of the rift! Jak now realizes that somehow he has helped create this terrible future, and must find a way to undo it, even as he struggles with the dark burning anger which grows inside him.**

**Taking on the Metal Head armies, and helping a ragtag group of Underground fighters win back the city from the ruthless Baron, Jak uncovers redemptive secrets about his past, including a fabled lost tomb containing something called the "Precursor Star", an ancient artifact with enough eco power to destroy the invading creatures.**

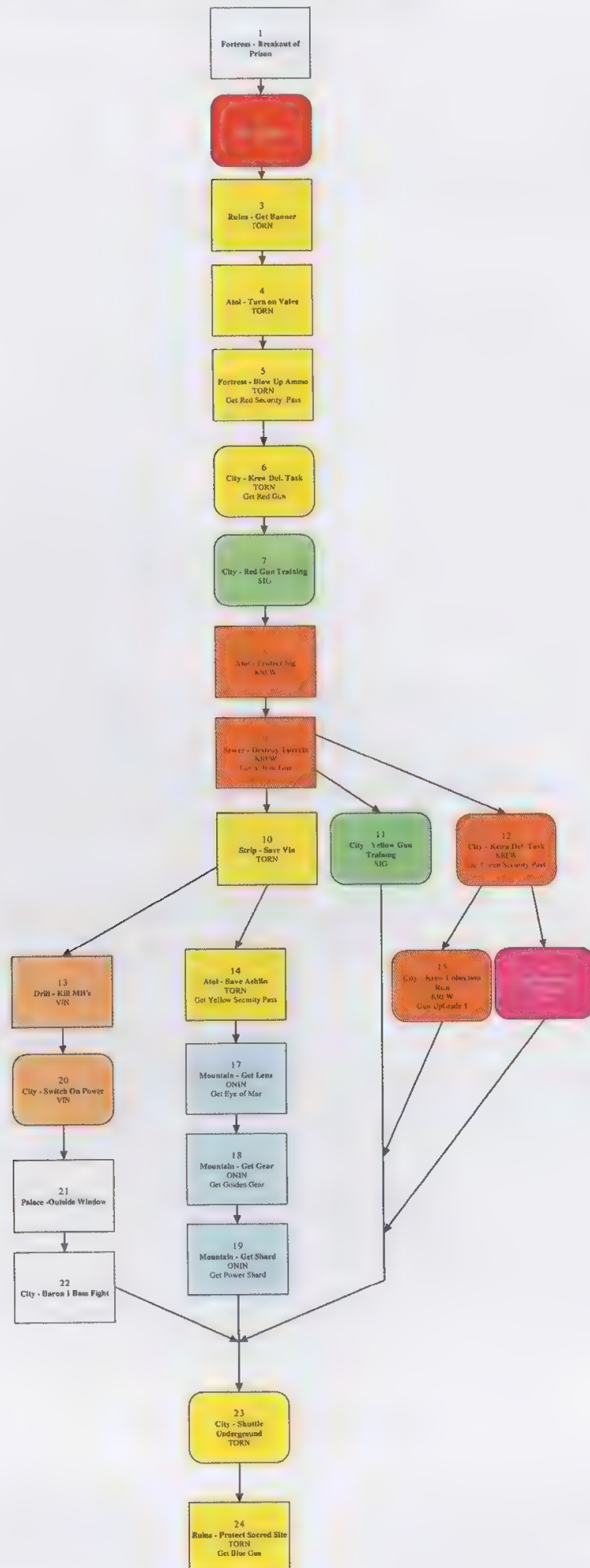
**Soon it becomes clear why the Precursor Star was secretly hidden away, for although it contains the power to do great good, in the wrong hands, it could also destroy the world!**

**Jak and Dexter realize too late that both the Baron and the Metal Heads want this awesome power for their own terrible plans. It then becomes a race to see who will get to the Precursor Star first, and who will use it. . .**

**. . .for good, or for evil!**

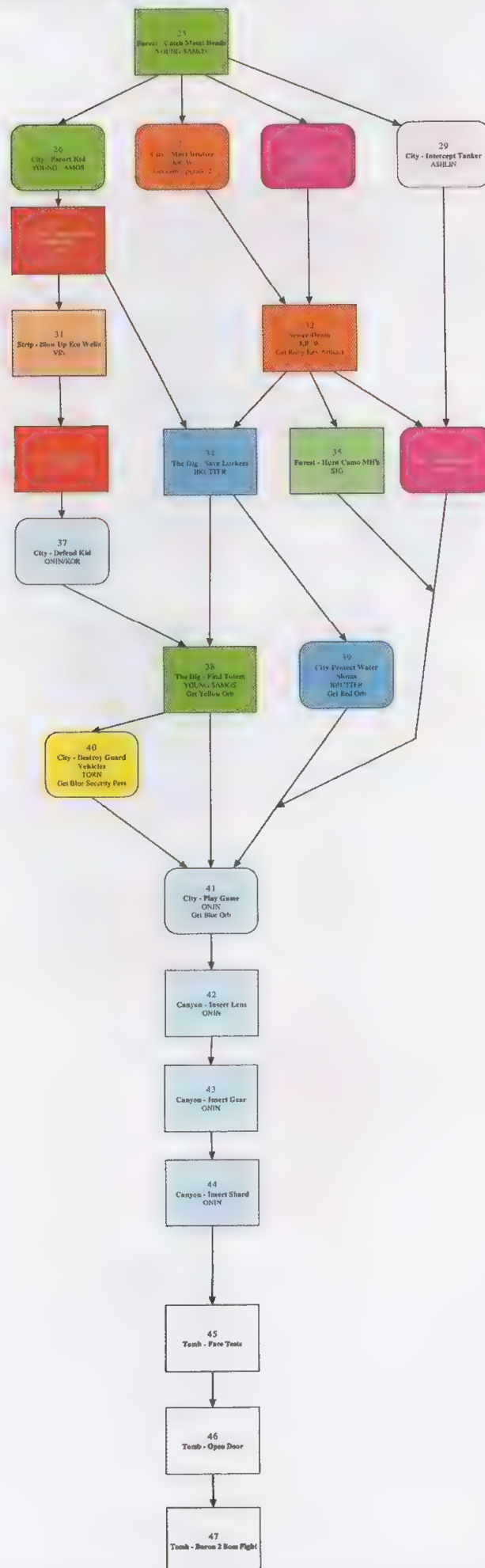


## ACT ONE - Introduce the World and Players

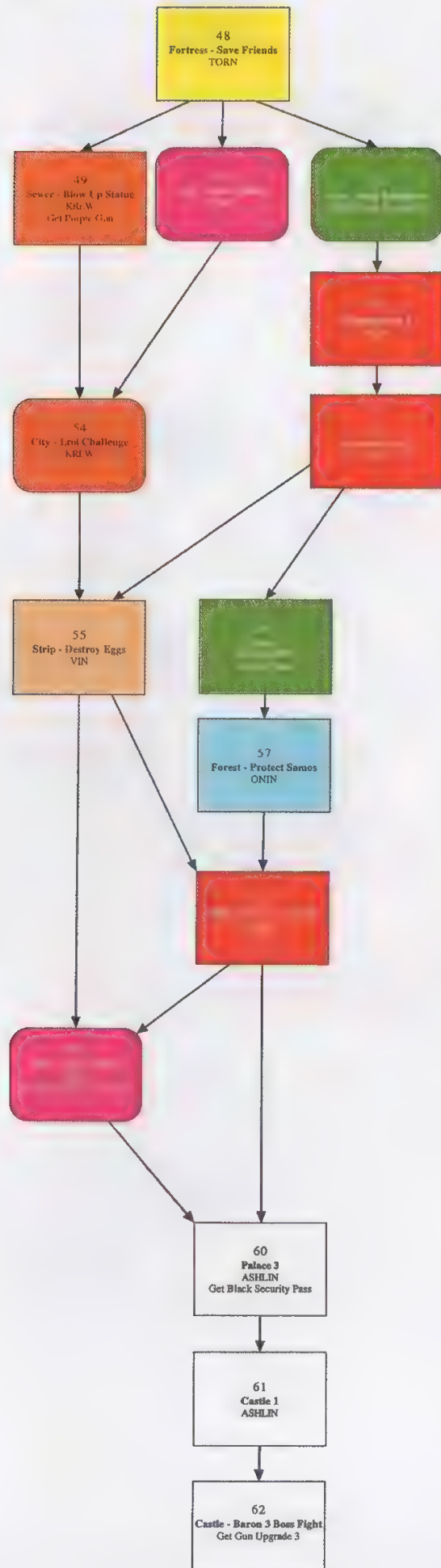




## ACT TWO - The Precursor Stone

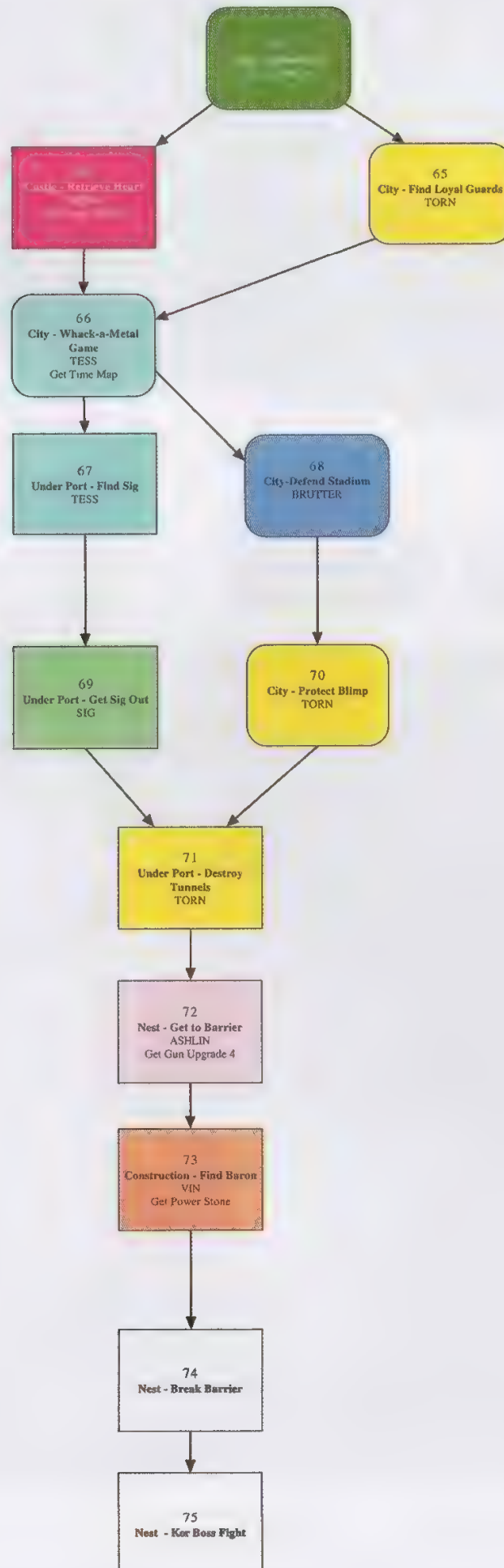


## ACT THREE - The Bomb



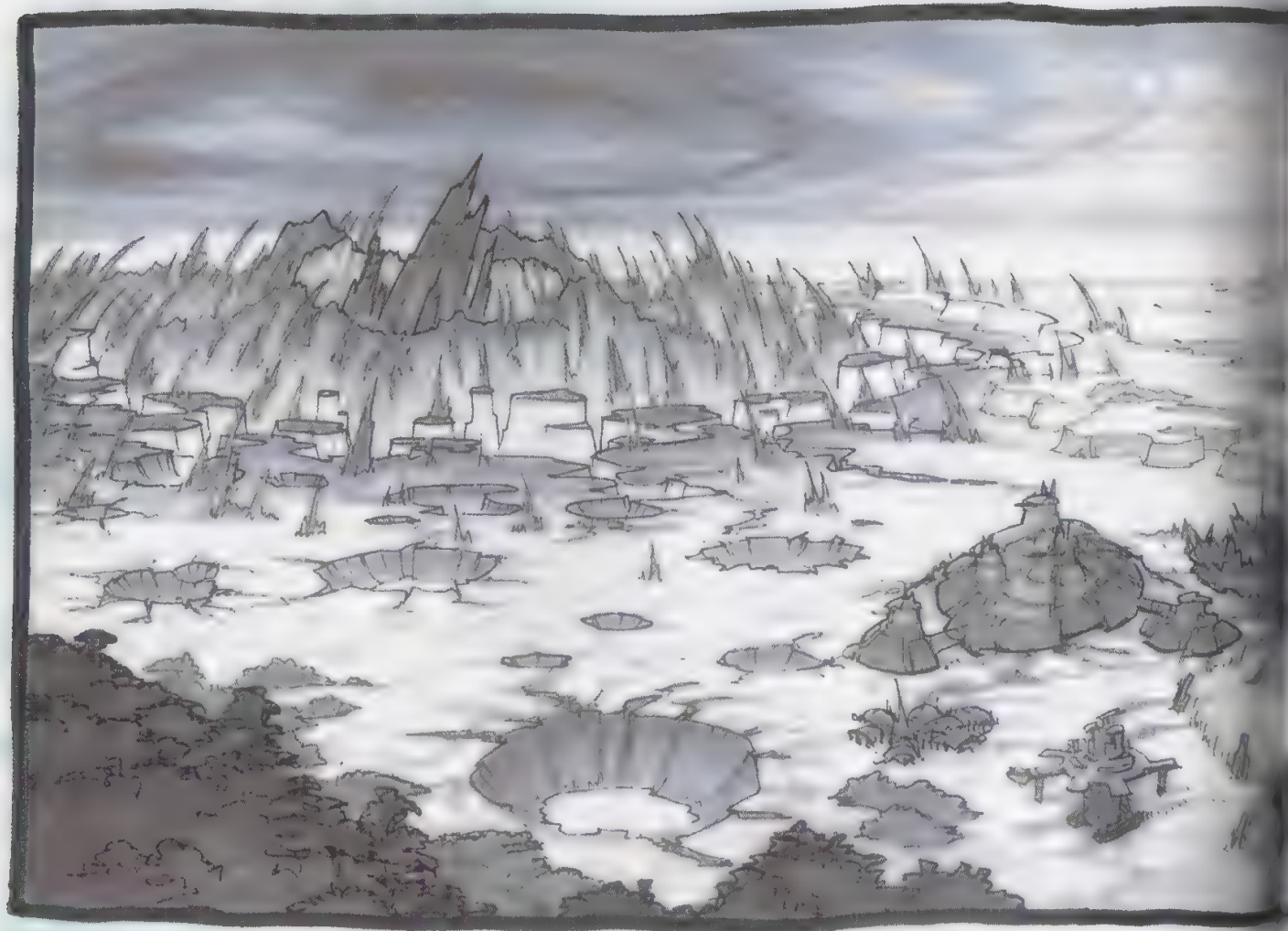


## ACT FOUR - The Final Showdown



# 9 LEVEL ART

## The World



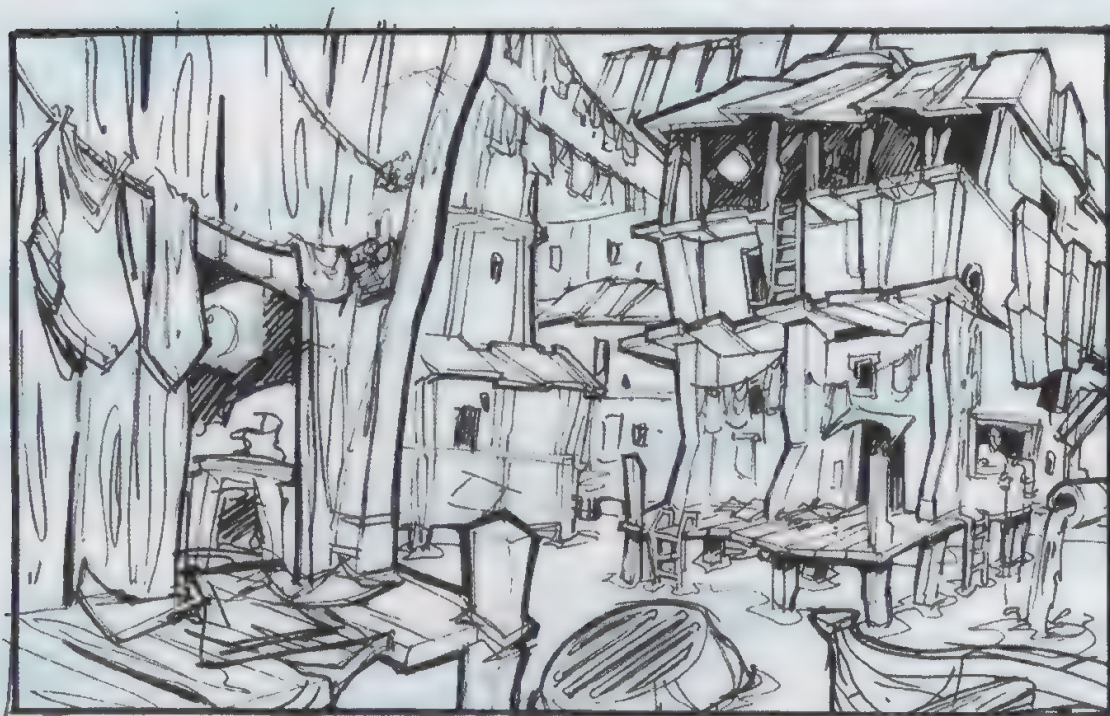
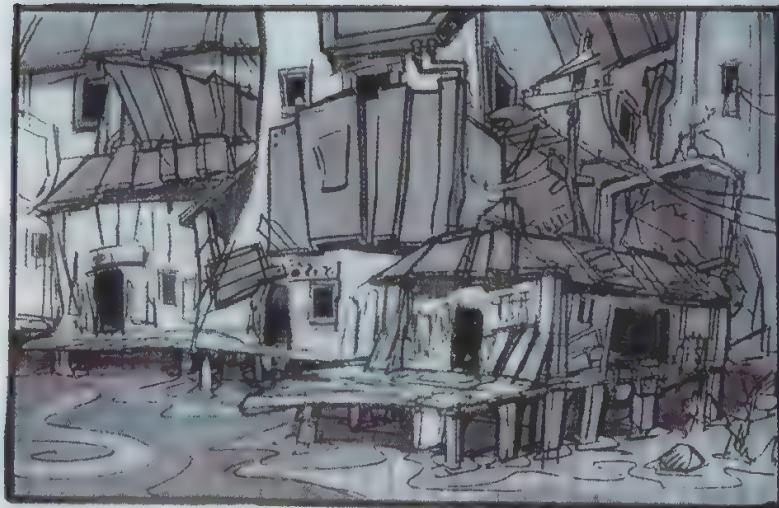




3.12.02  
B. K. Jain

# Haven City

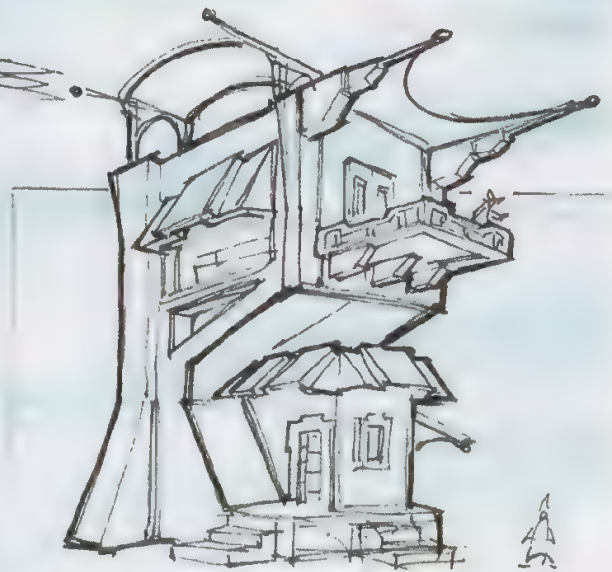
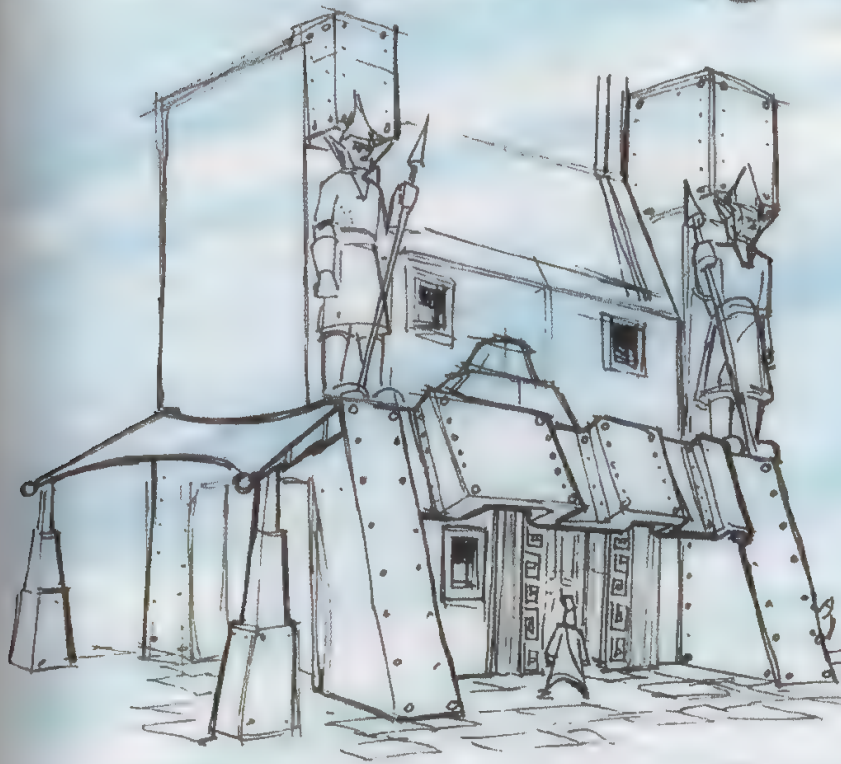
## >> The Slums





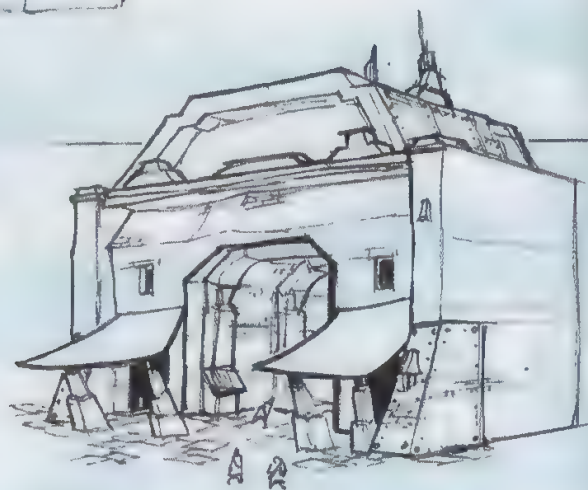
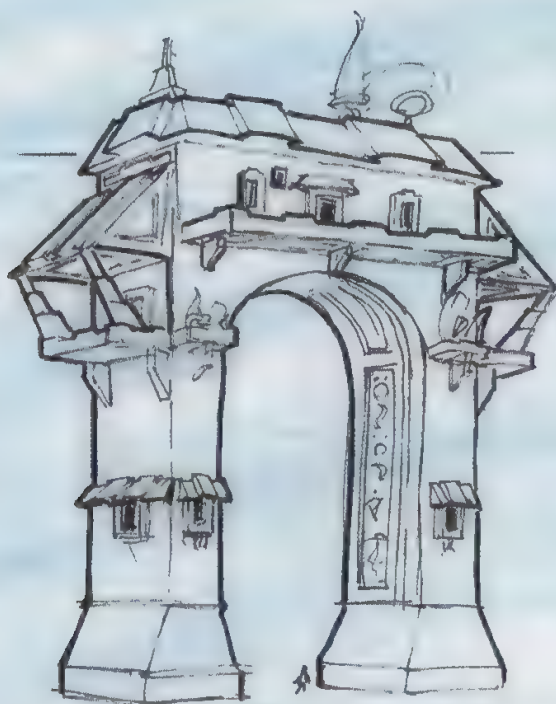
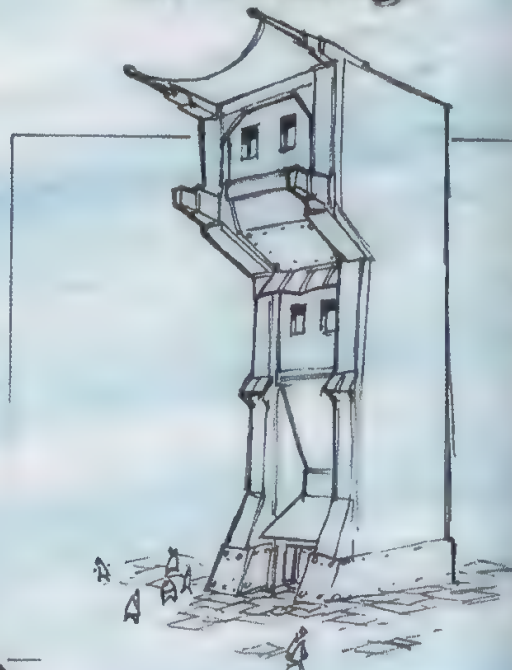
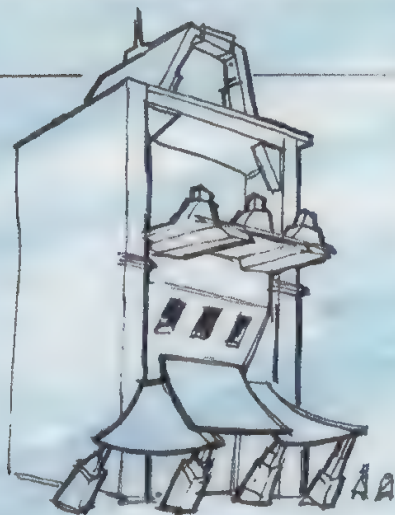
# Haven City

>> reference images  
for buildings



# Haven City

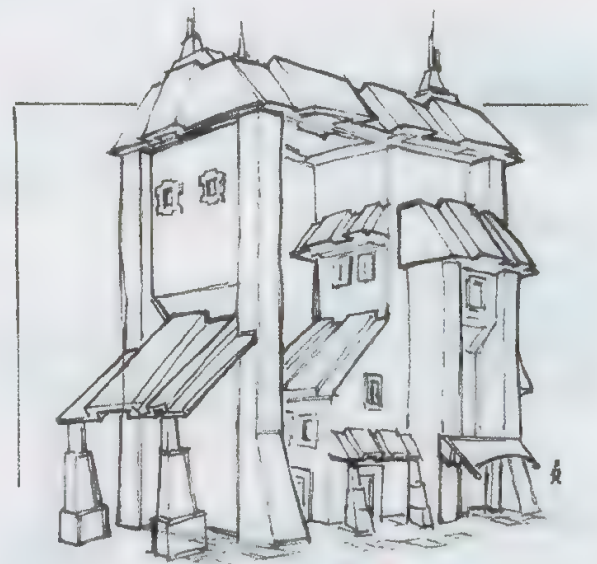
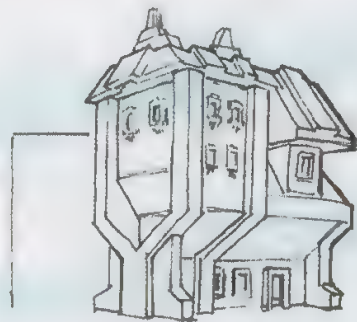
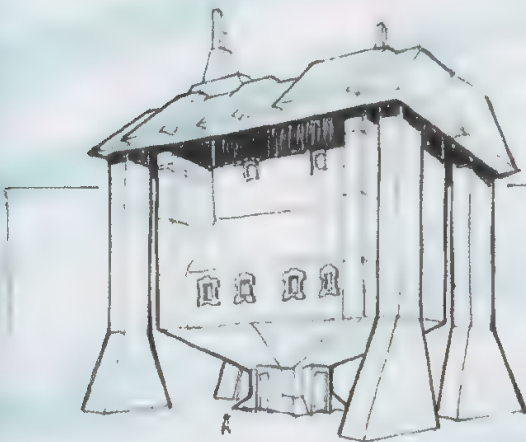
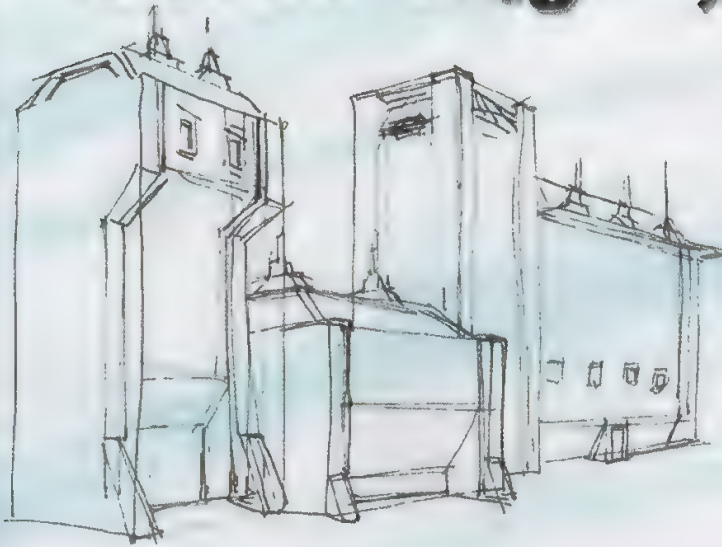
>> reference images  
for buildings





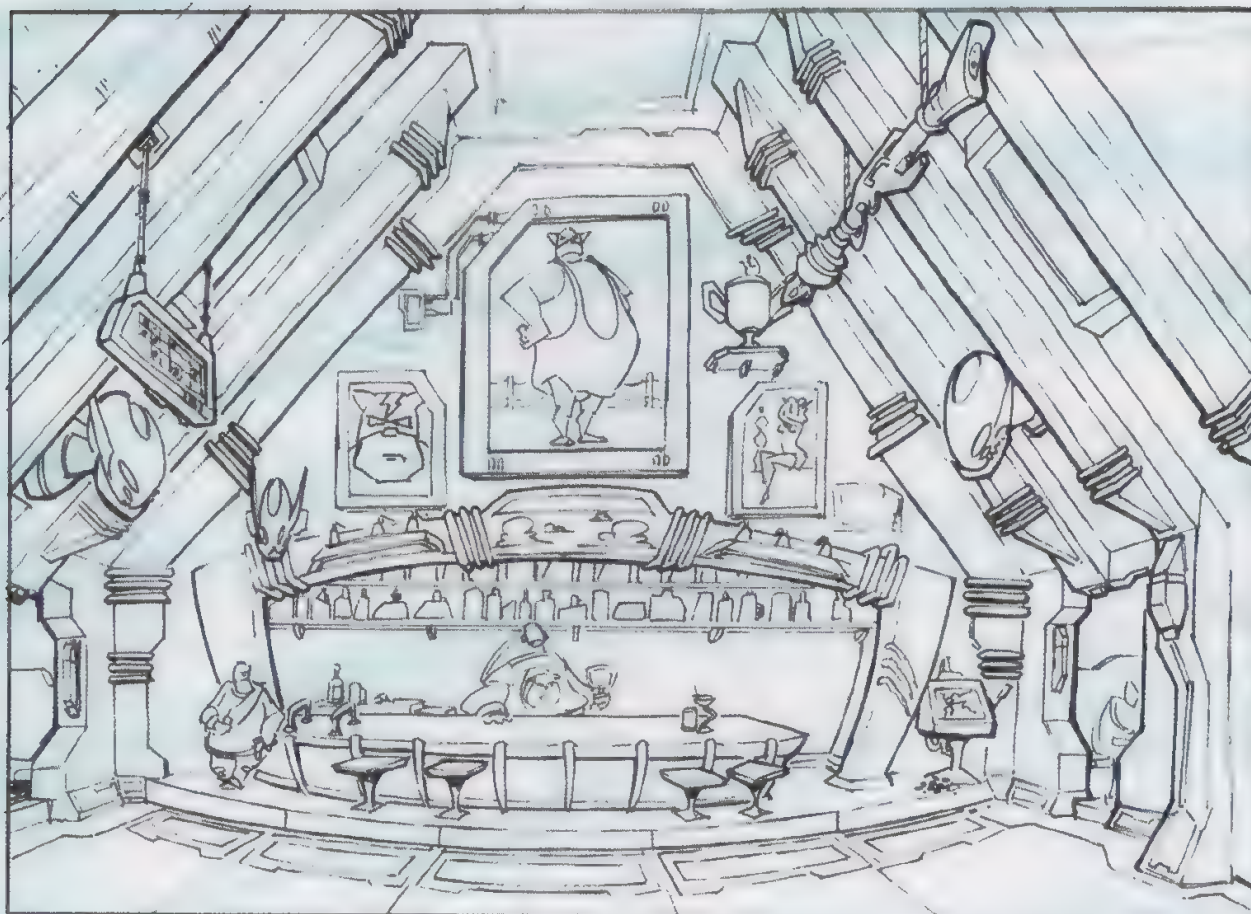
# Haven City

>> reference images  
for buildings



# Haven City

## >> Hip Hog Heaven Saloon

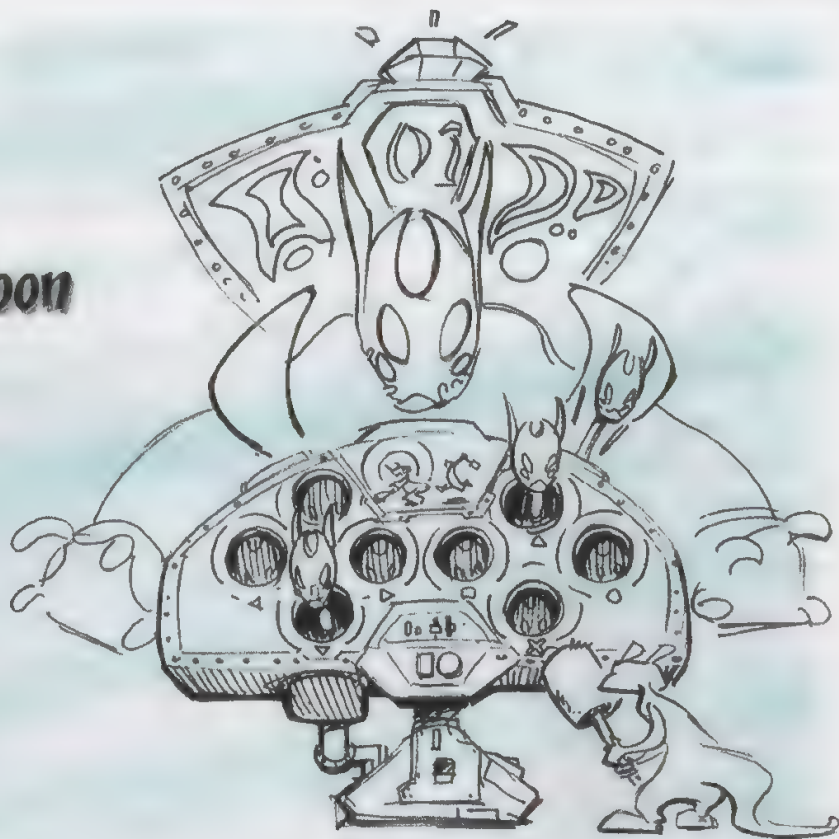


Hip Hog Heaven 10/18/02

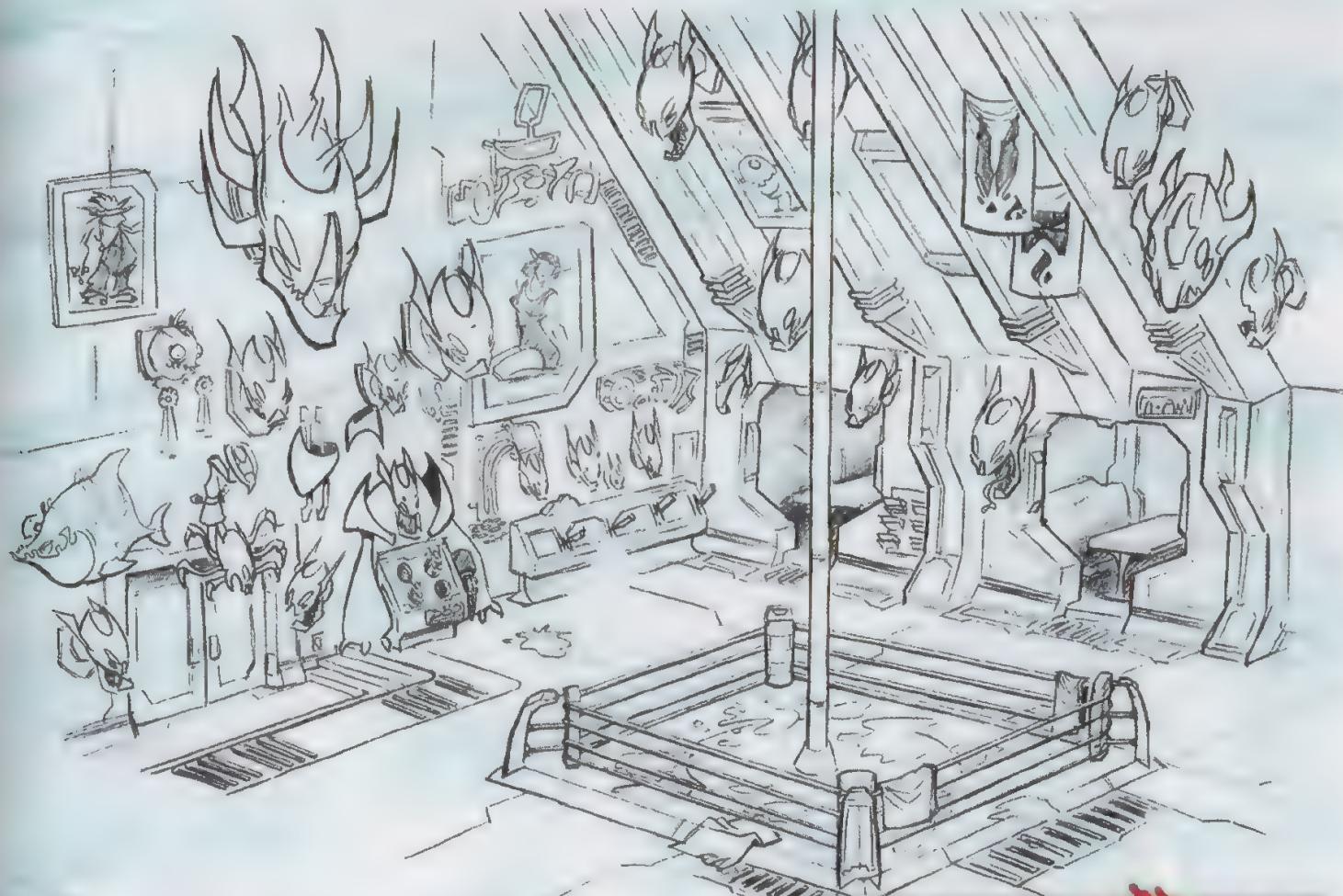


# Haven City

## >> Hip Hog Haven Saloon



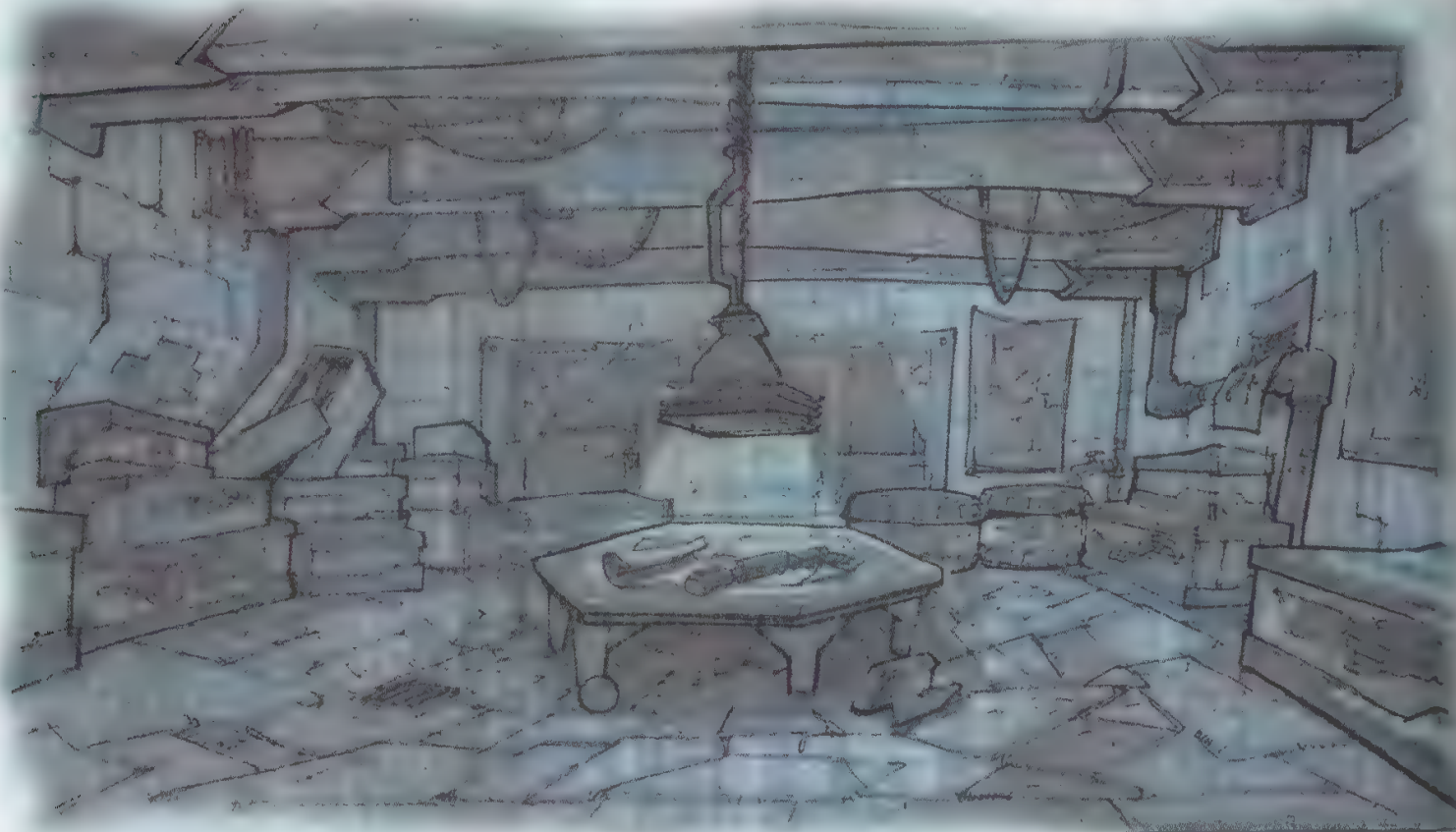
Metal Head Mash  
6/19/02



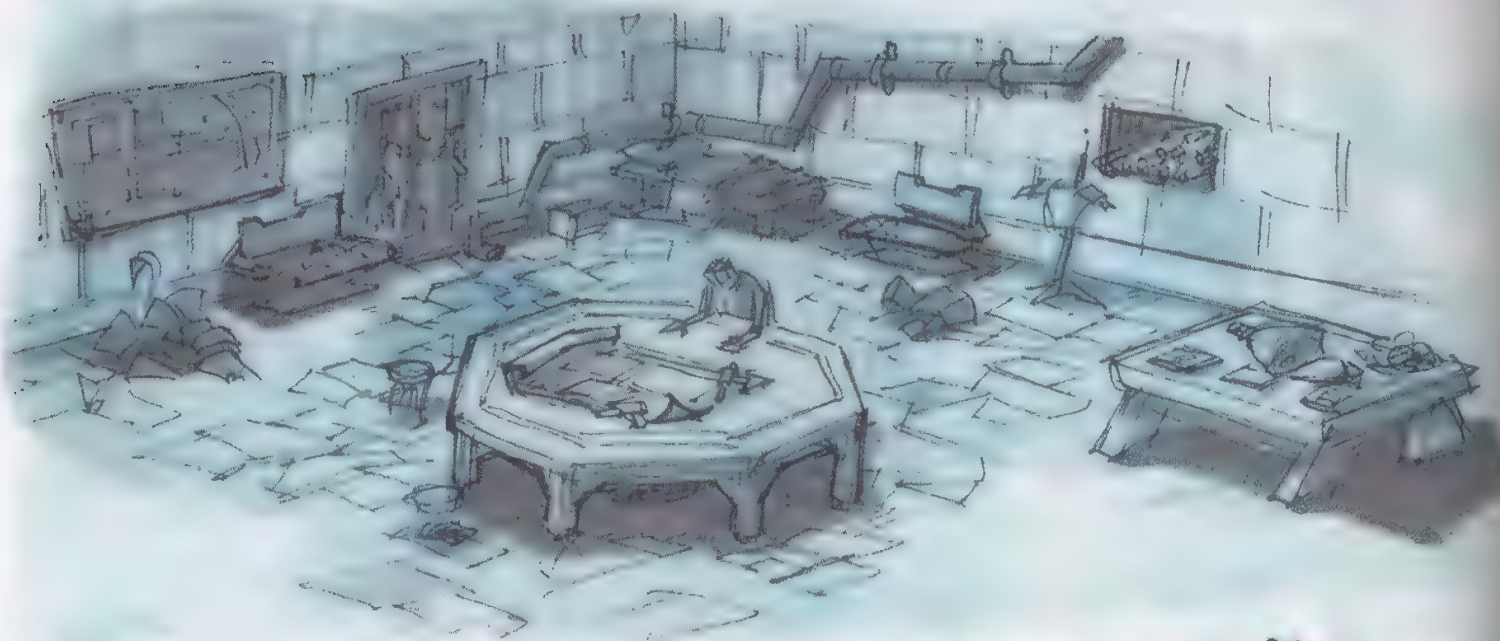


# Underground Hide-Out

>> reference images



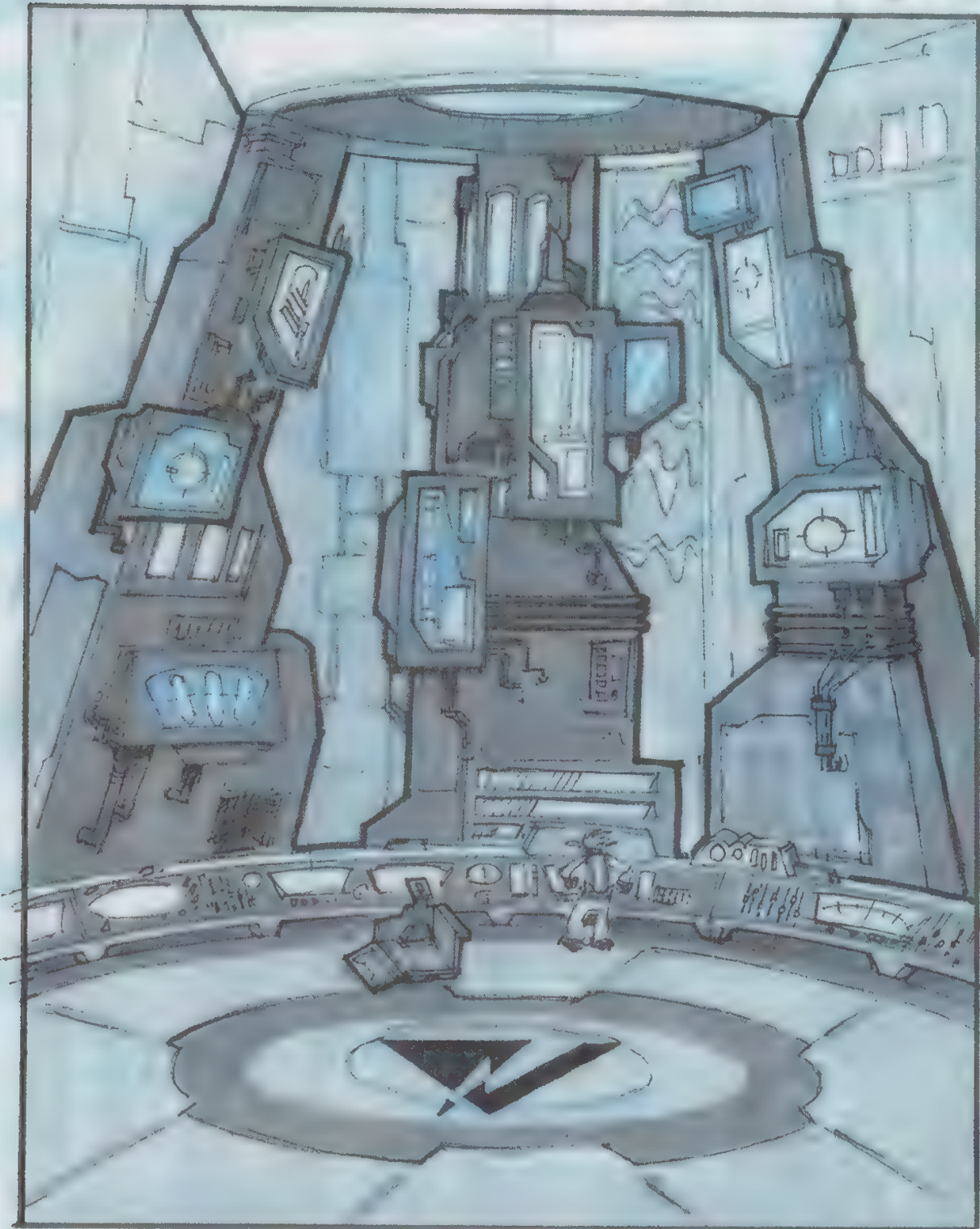
Hide-Out 5/20/02





# Power Grid Control Room

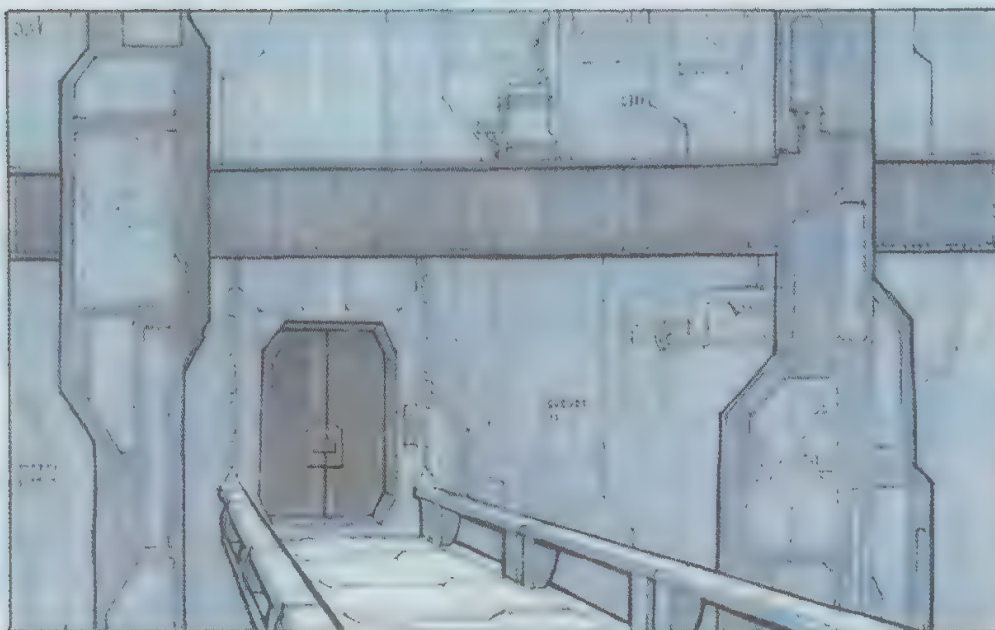
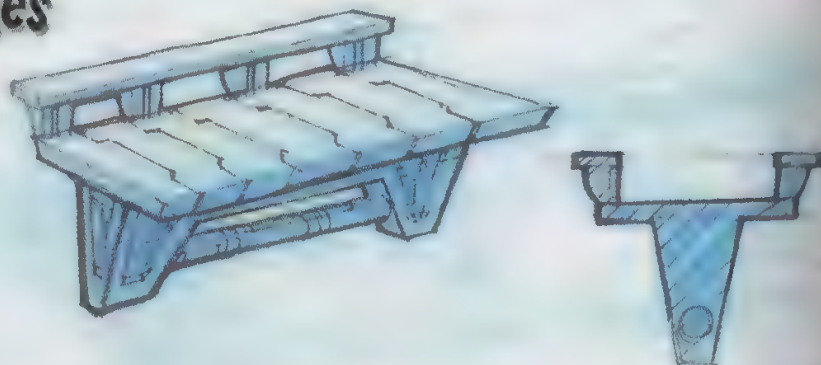
>> reference images



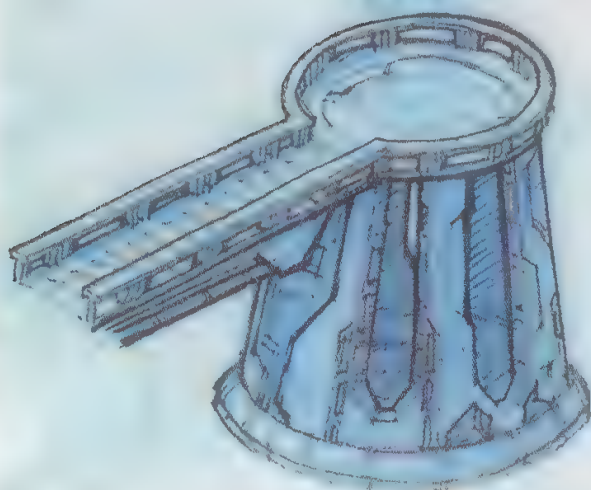
Power Grid Control Room 5/2/02

# Power Grid Control Room

>> reference images



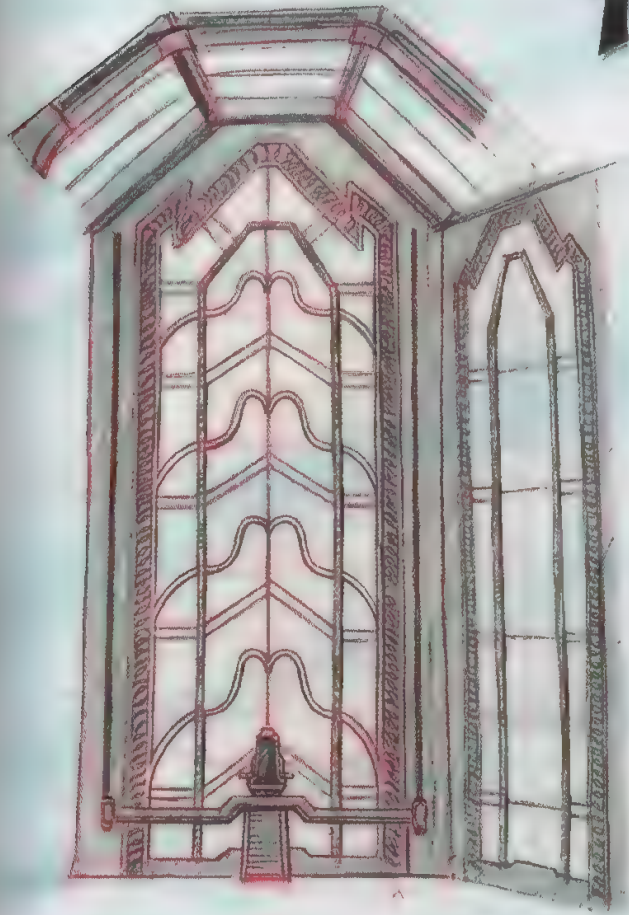
Power Grid Control Room 5/28/03



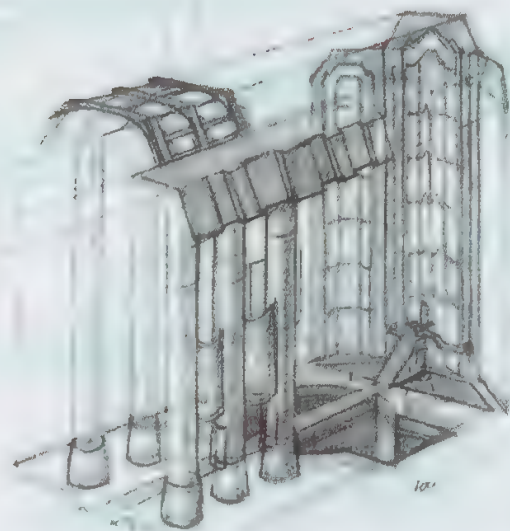


# The Thrown Room

>> reference images

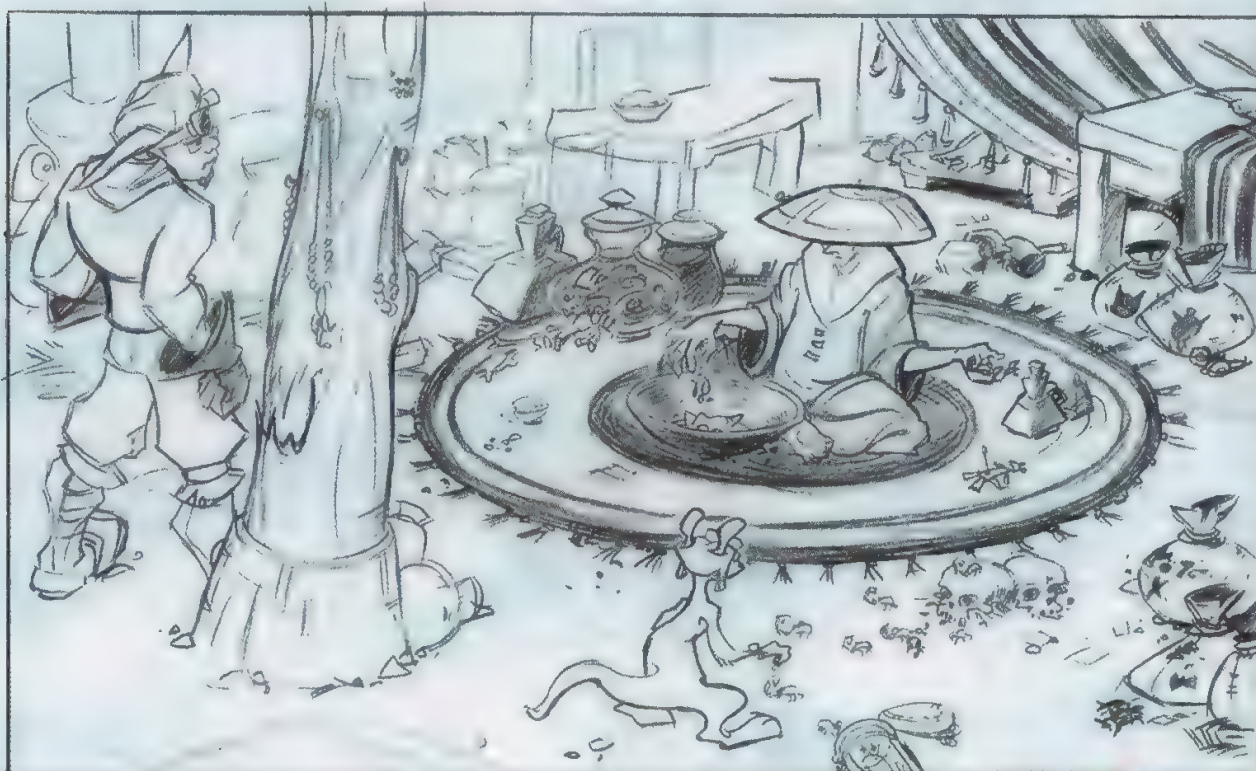


Base wall



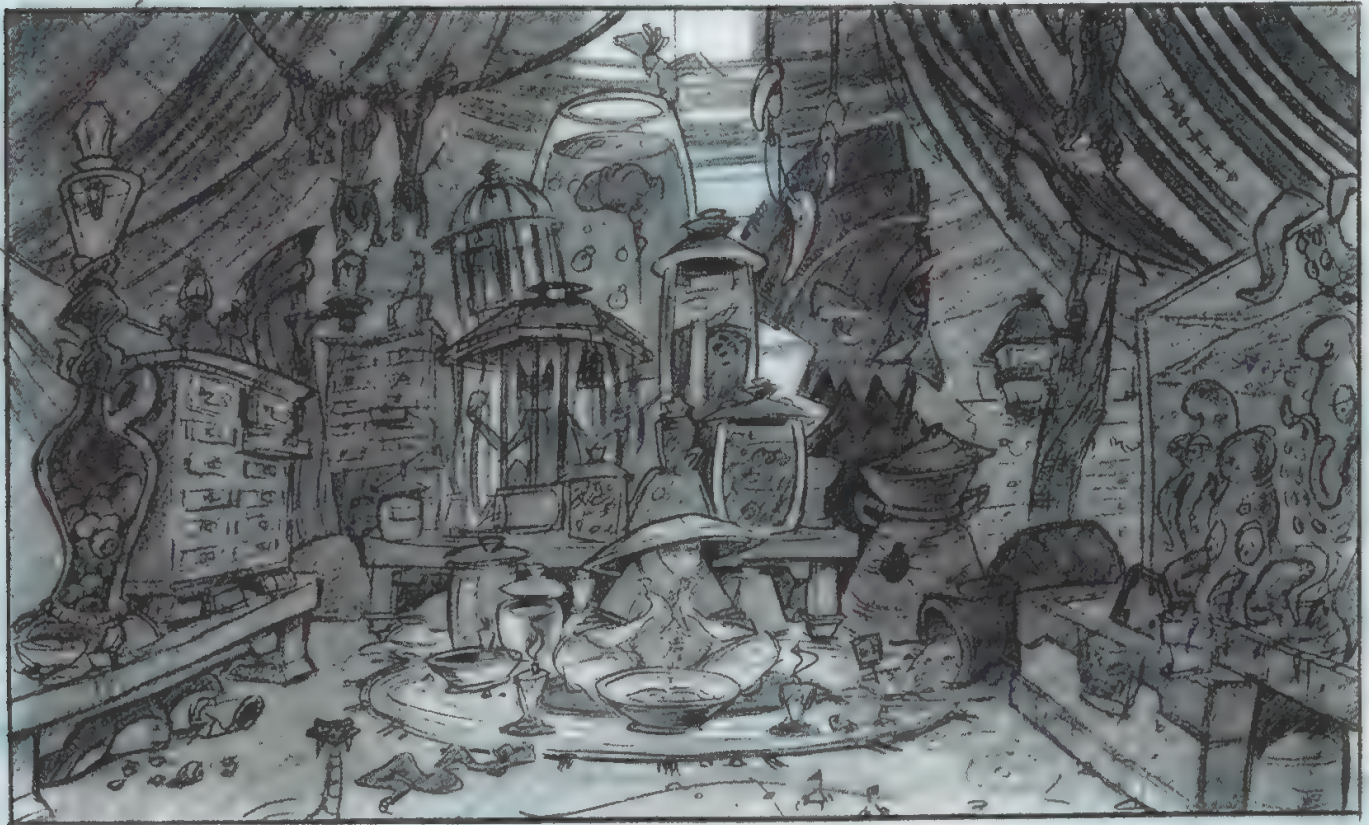


# Onin's Tent >> reference images

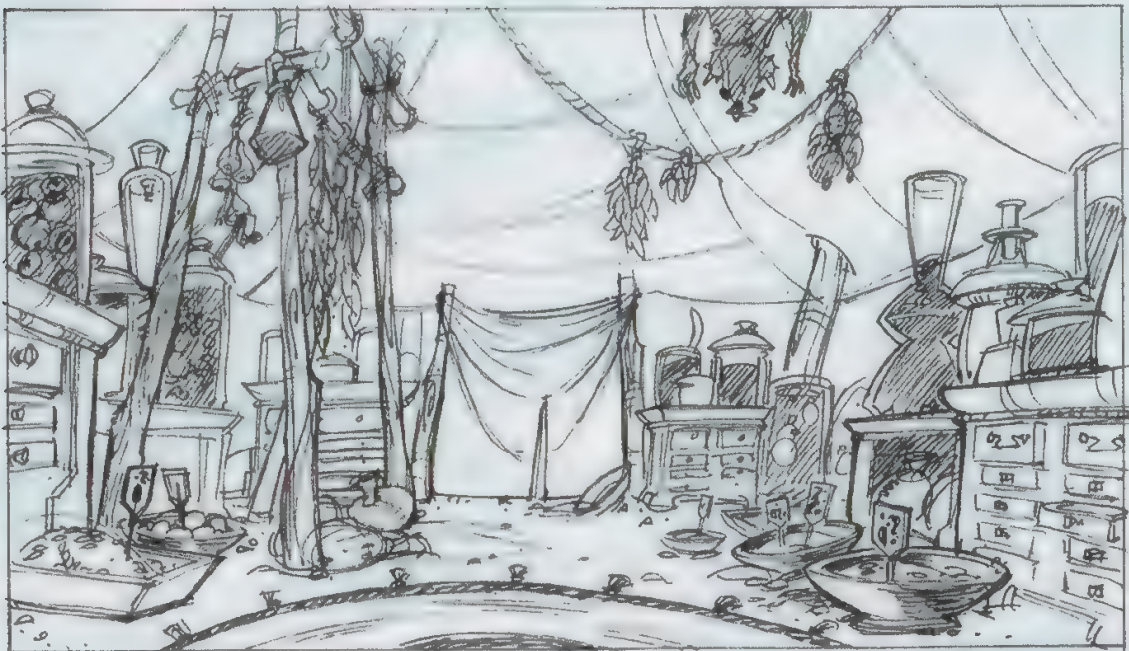




# Onin's Tent >> reference images



Onin's Tent 7-24/02

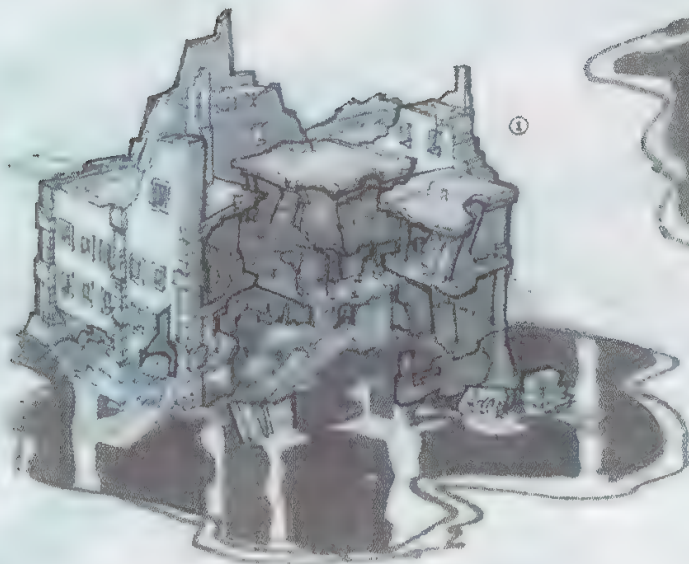


Onin's Tent Reverse  
7/24/02



# Dead Town

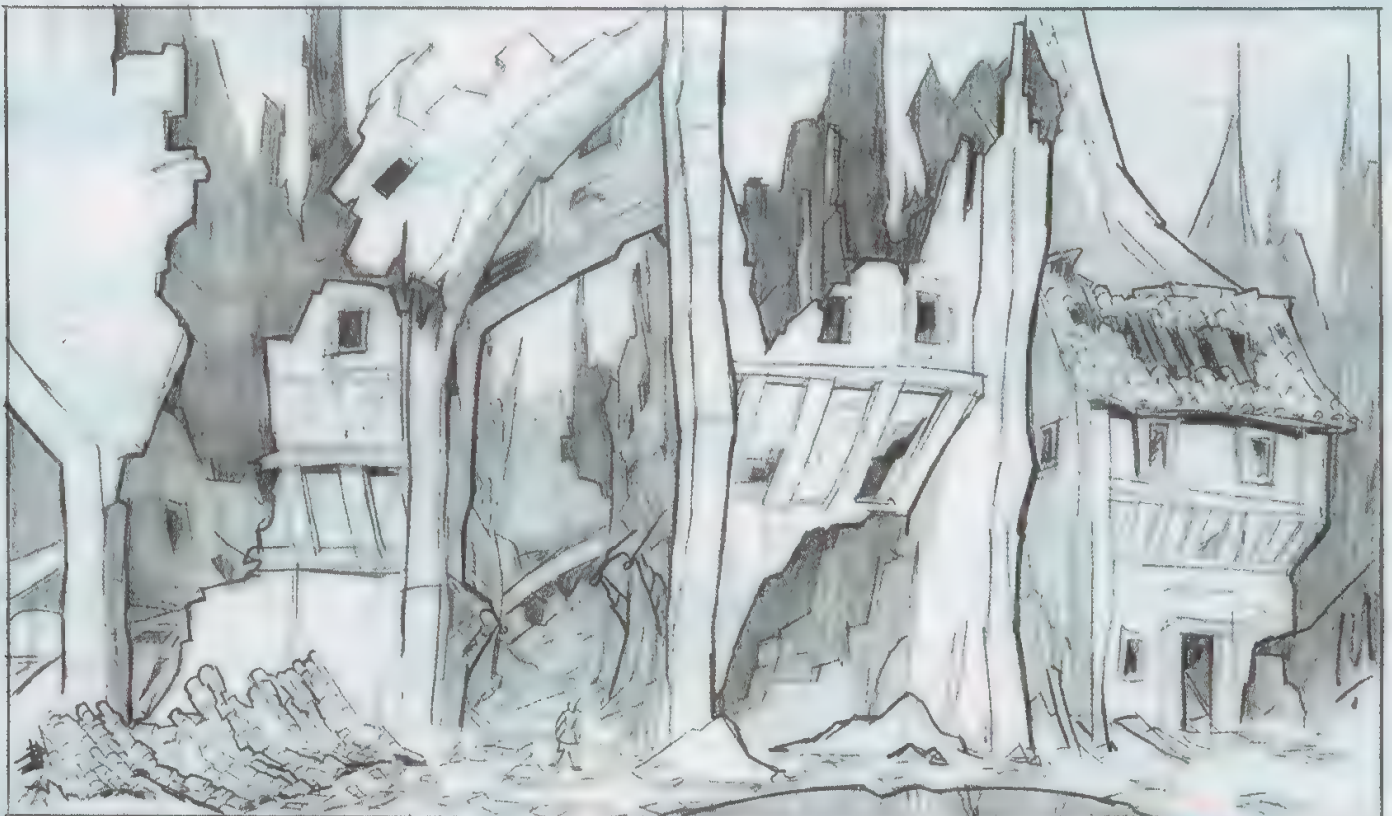
>> reference images





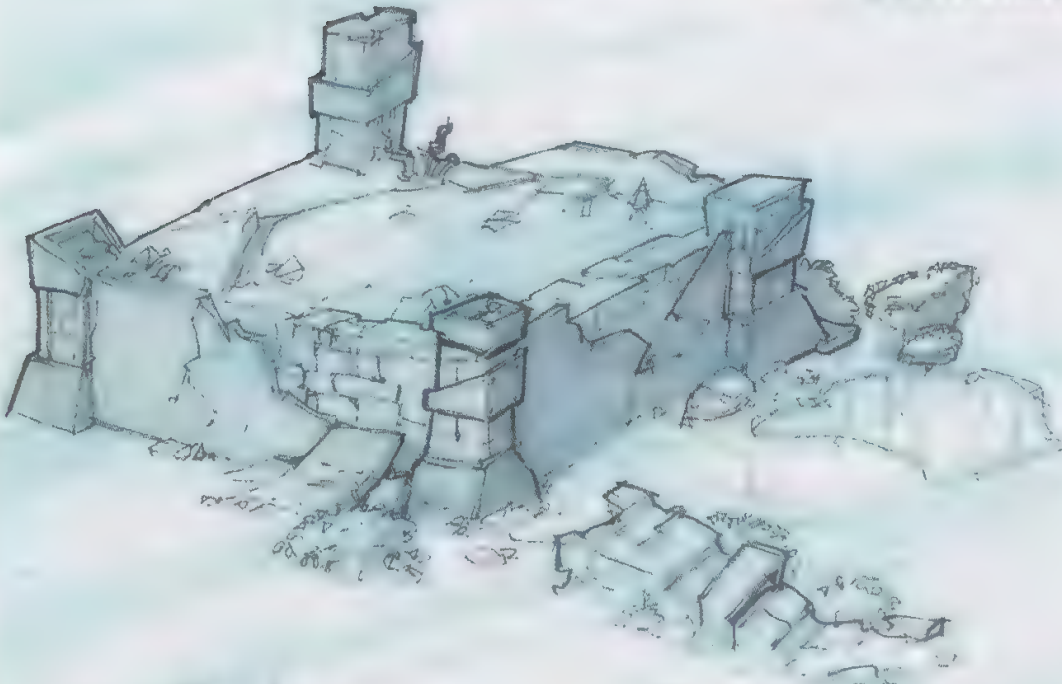
# Dead Town

>> reference images

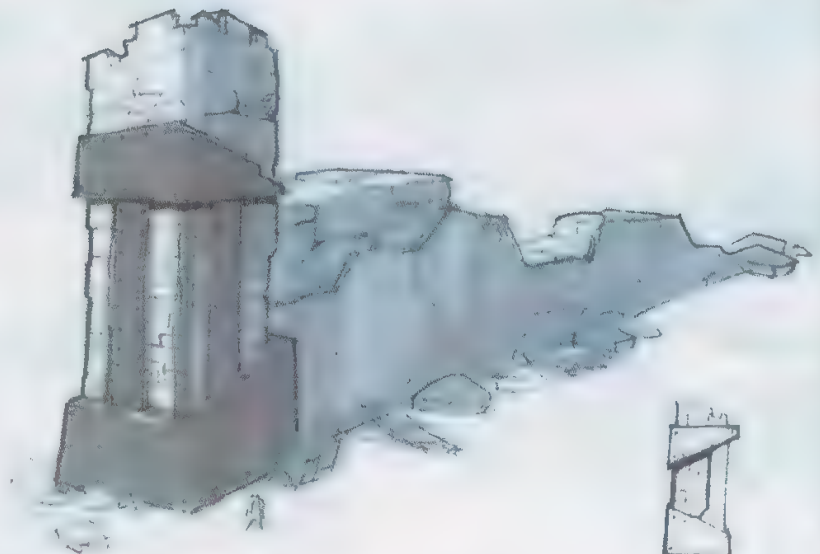
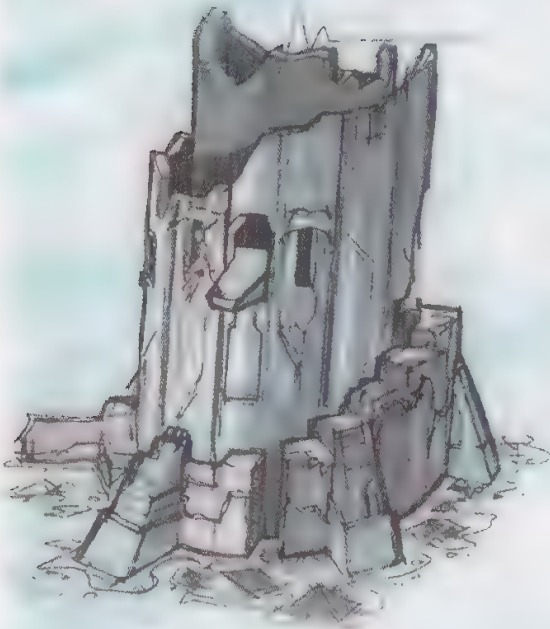


# Dead Town

>> reference images



Remains of the city



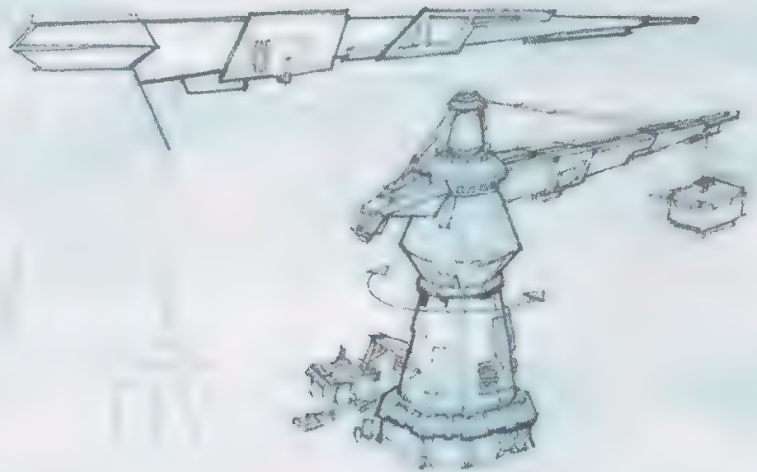
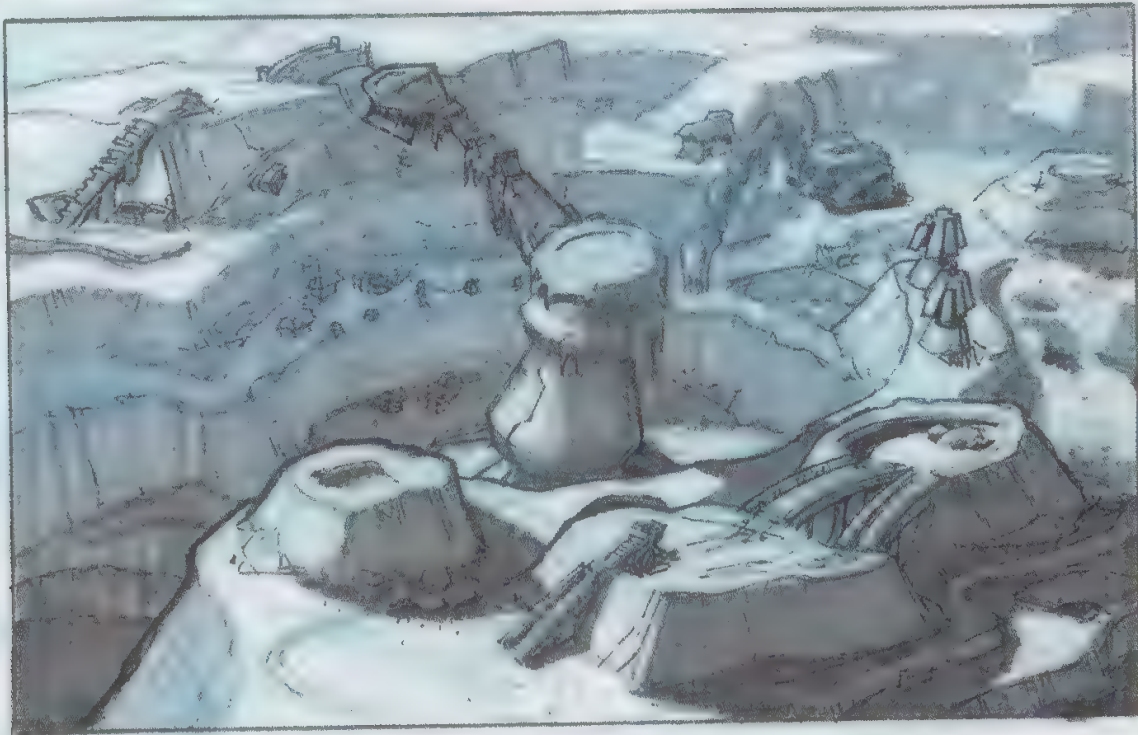
Funerary City

4



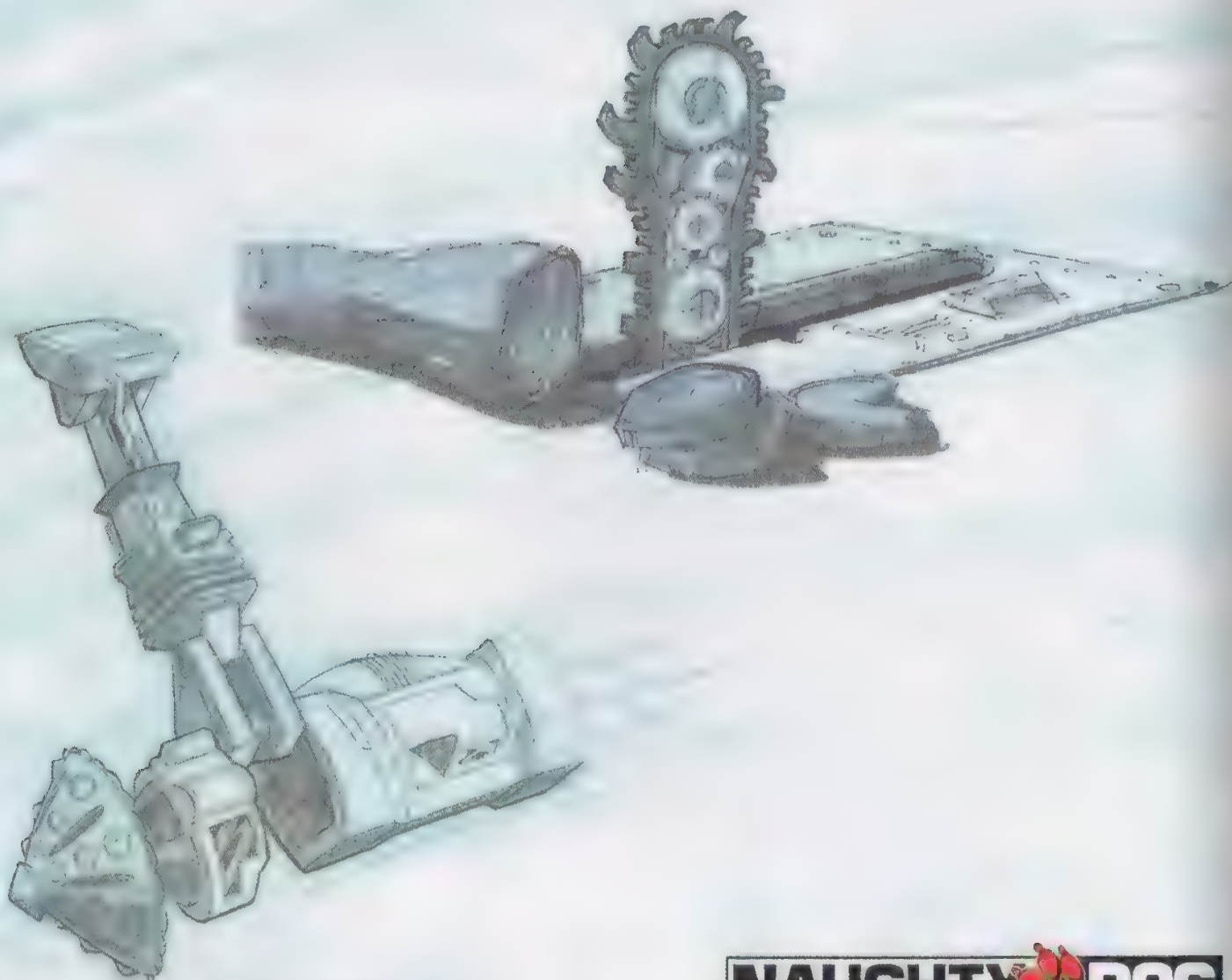
# The Strip Mine

>> reference images



# The Strip Mine

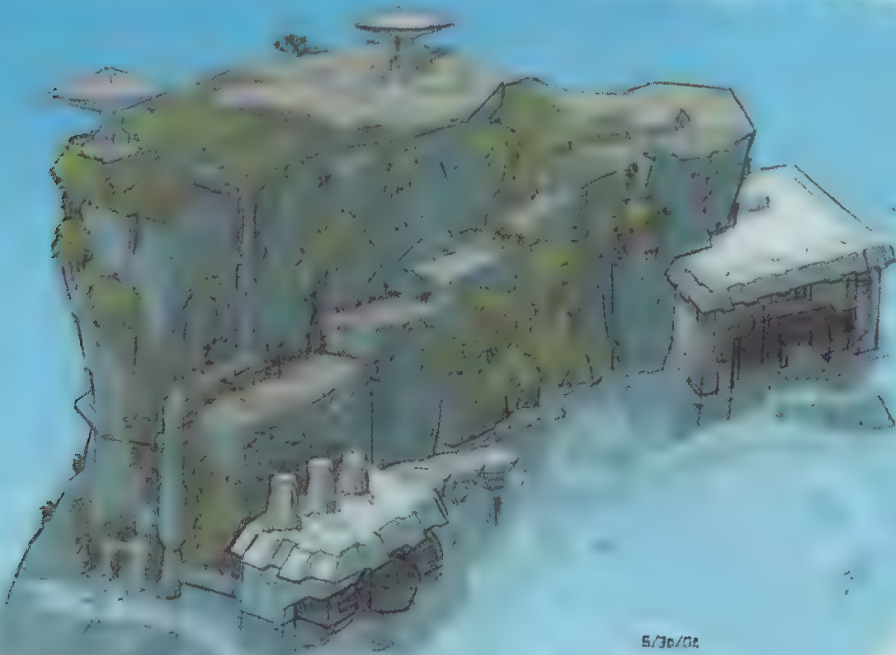
>> reference images



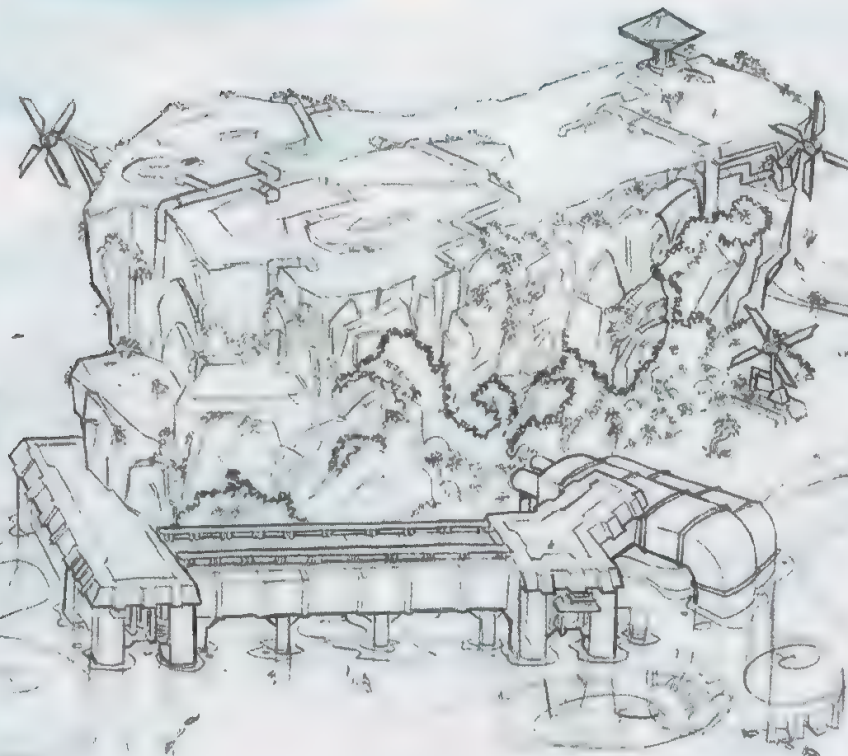


# Pumping Station

>> reference images



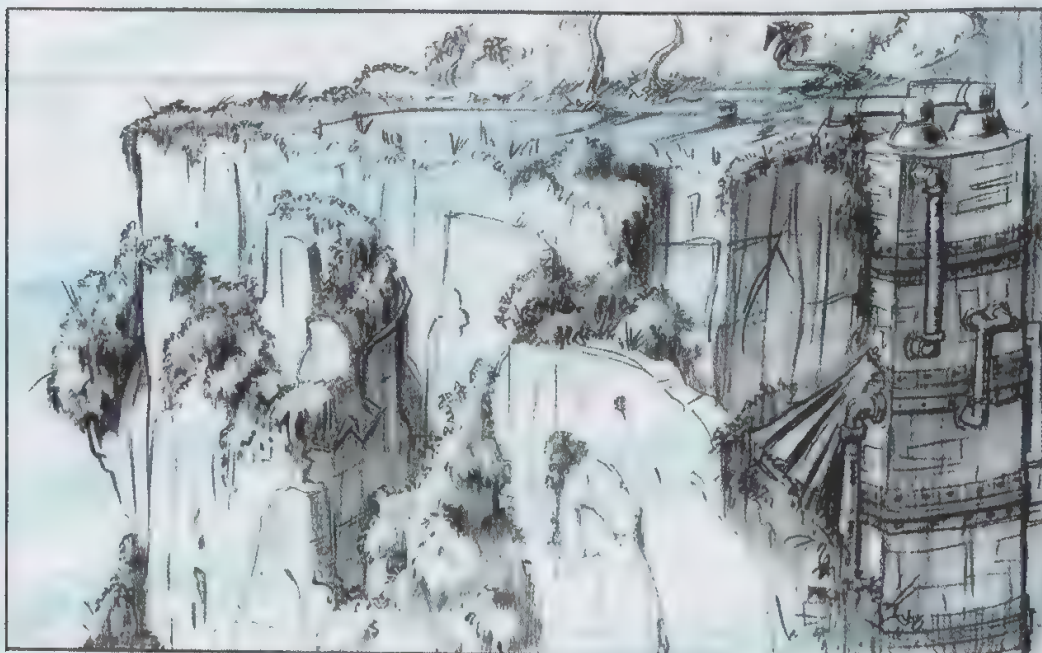
5/30/02



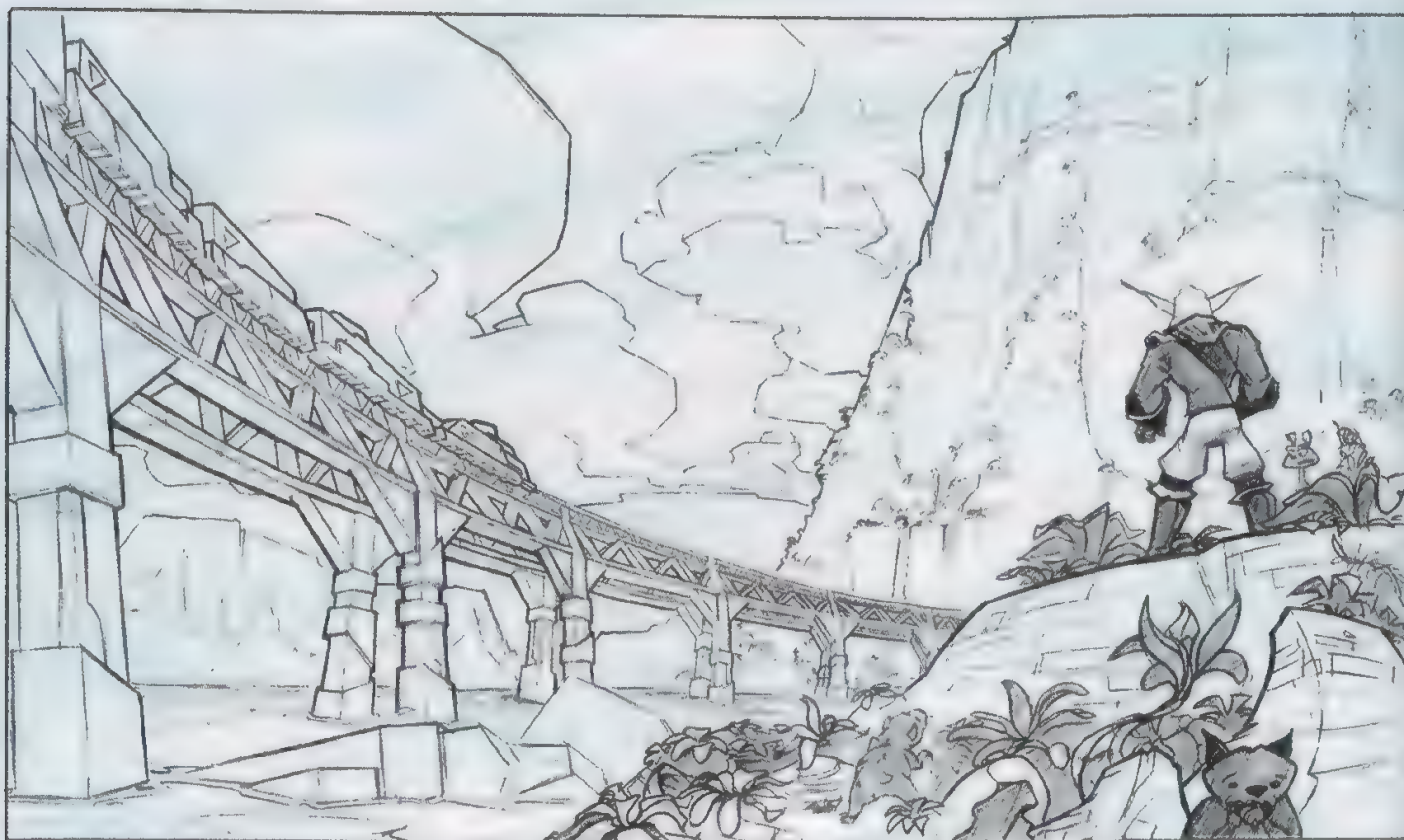
6/20/02

# Pumping Station

>> reference images



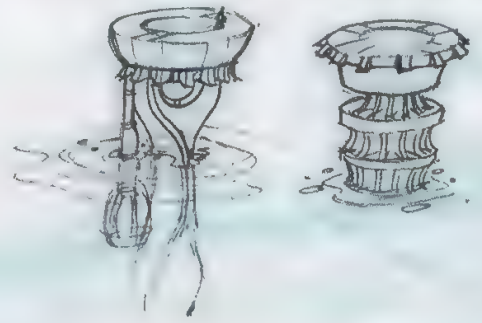
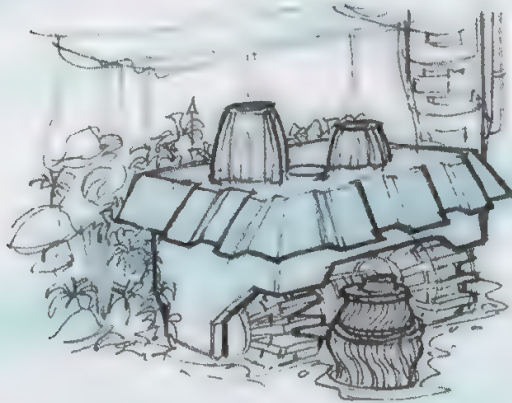
b/19/DE



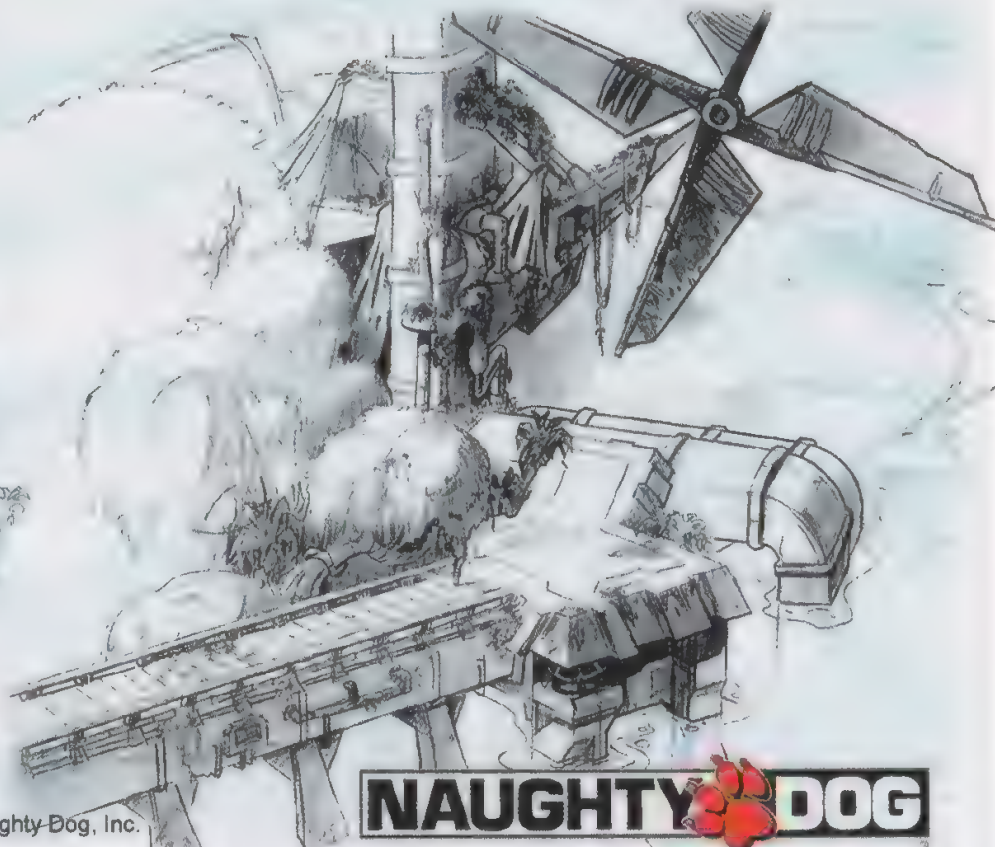
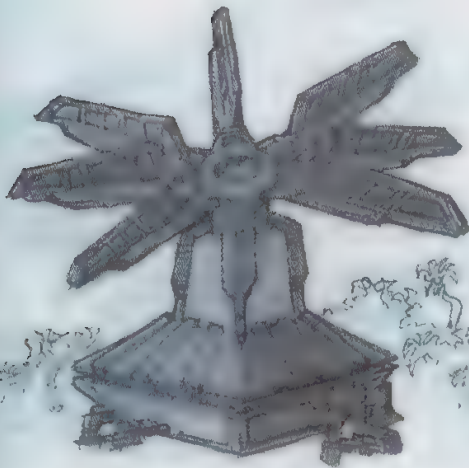
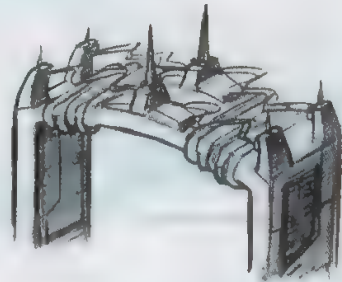
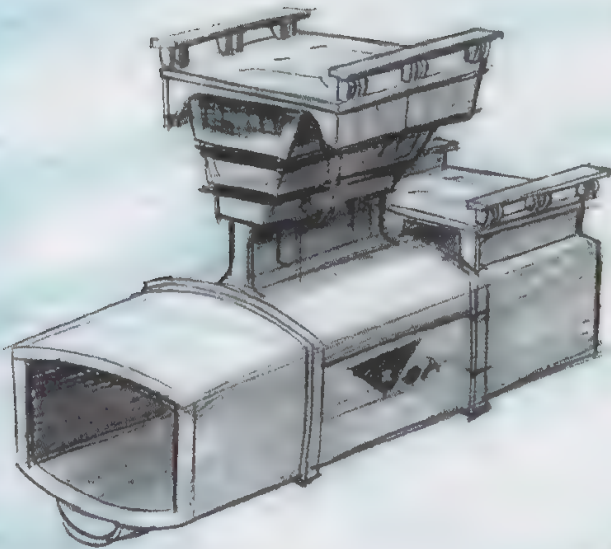


# Pumping Station

>> reference images



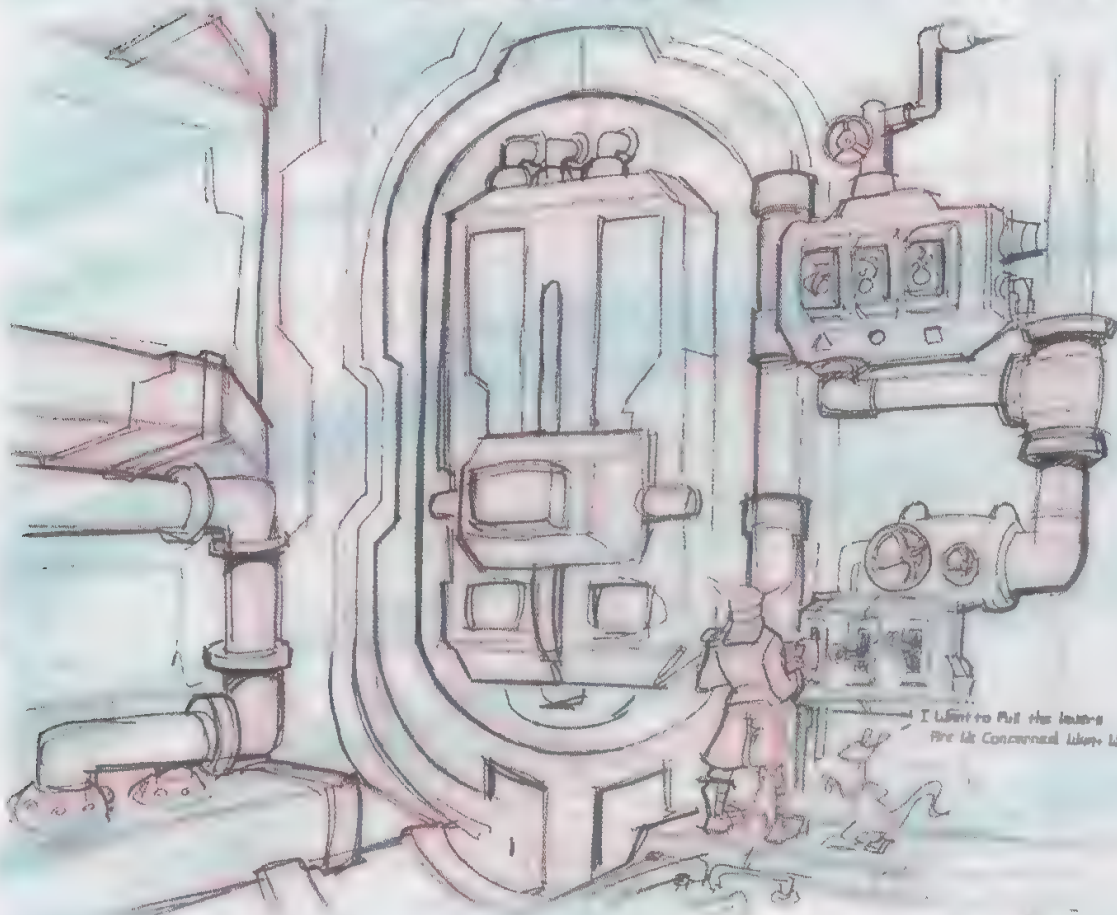
Artell 5/26/02





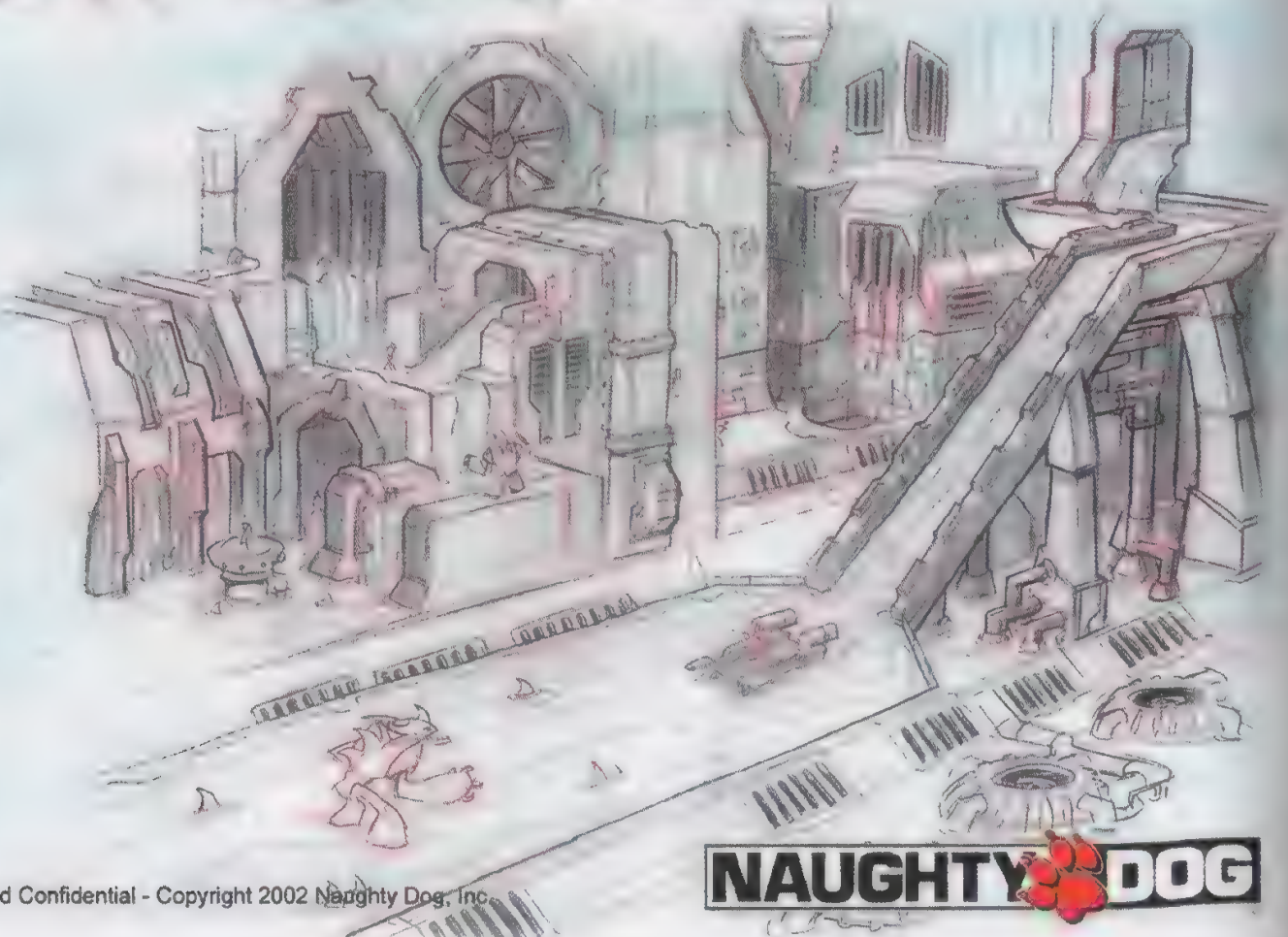
# The Sewers

>> reference images



I want to pull the lever  
Are we concerned what will happen when the Gate opens?

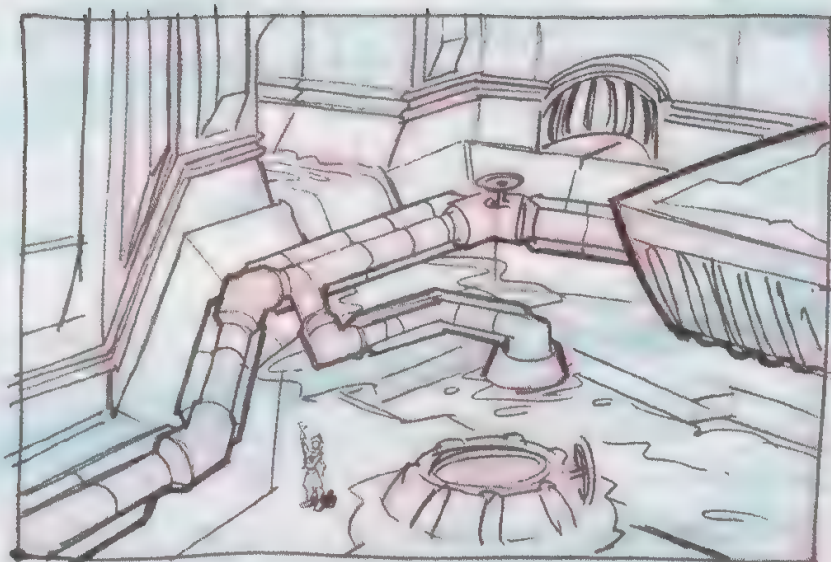
Sewer Flood Gate 1/18/02



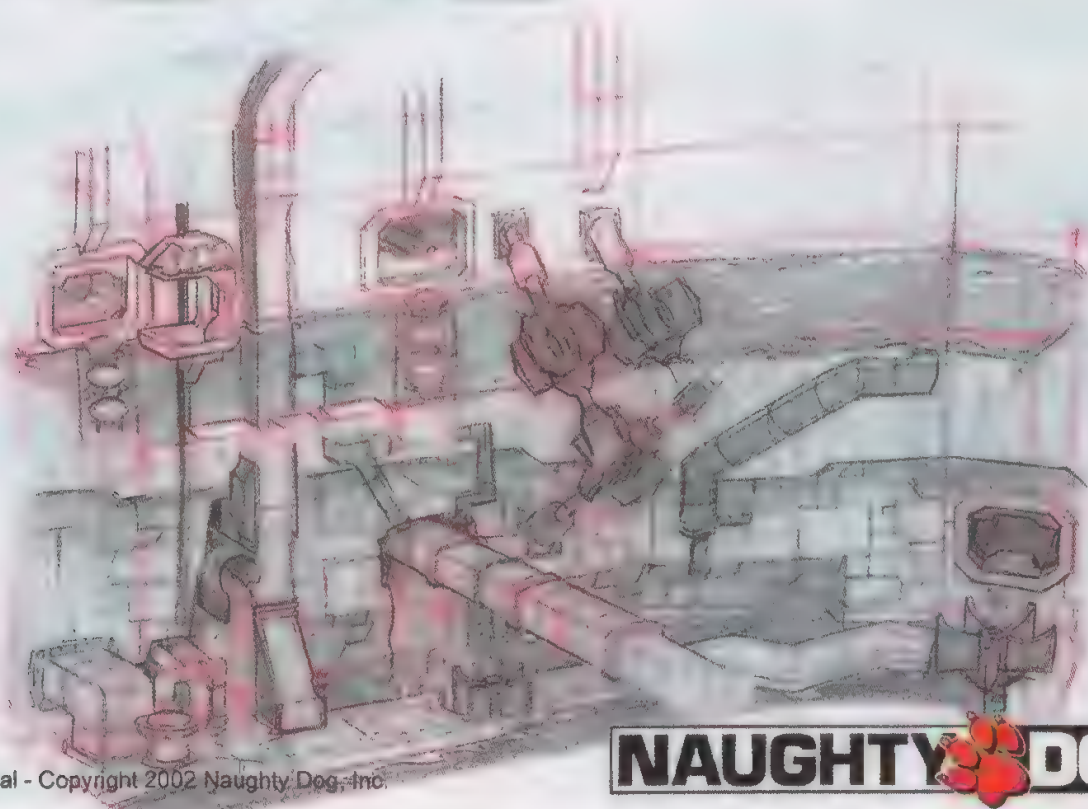
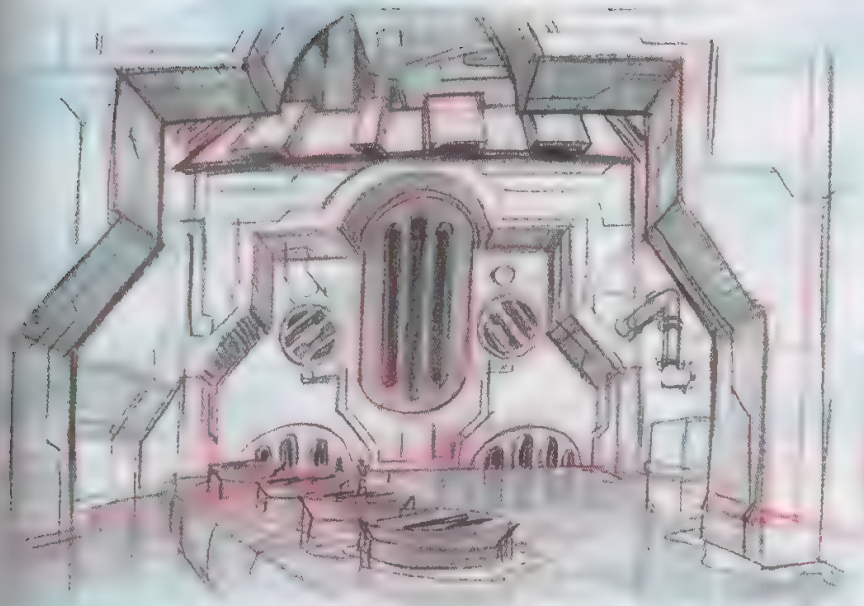


# The Sewers

>> reference images

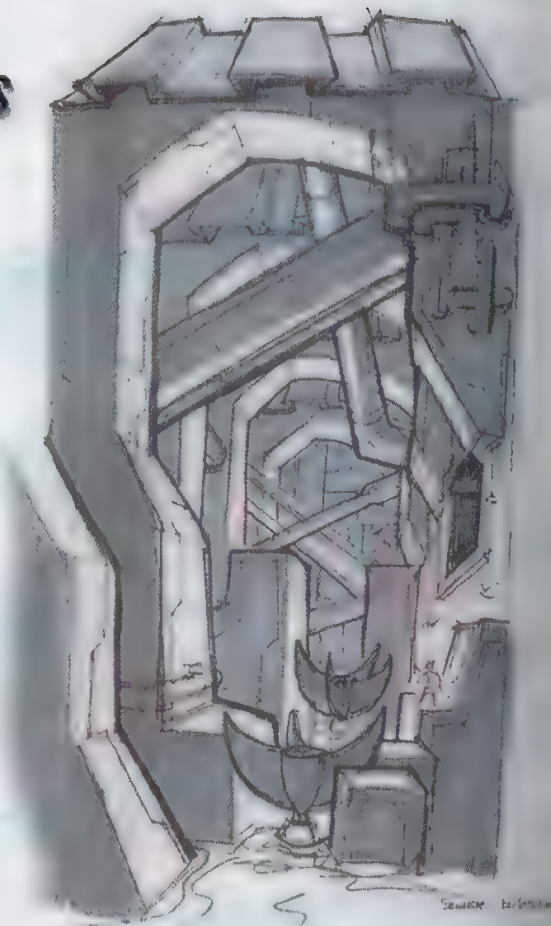
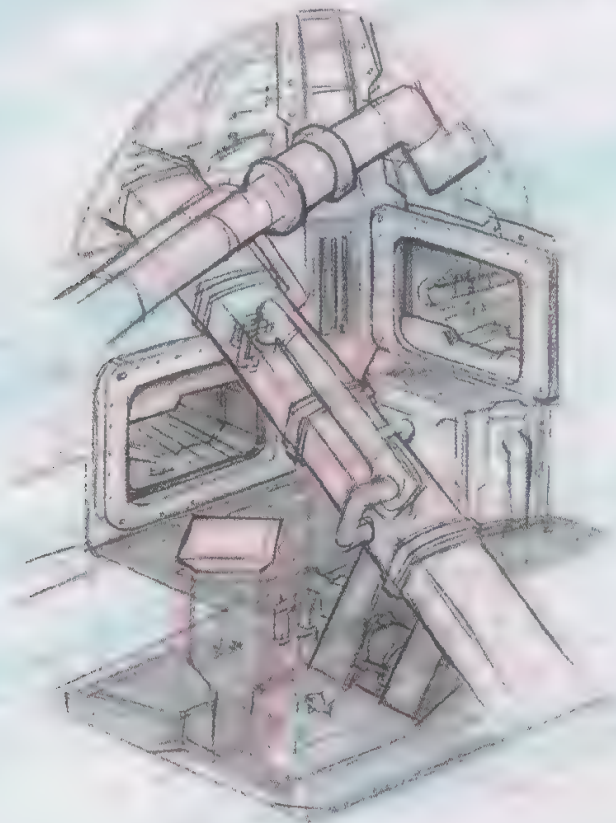


Sewer by 02/02



# The Sewers

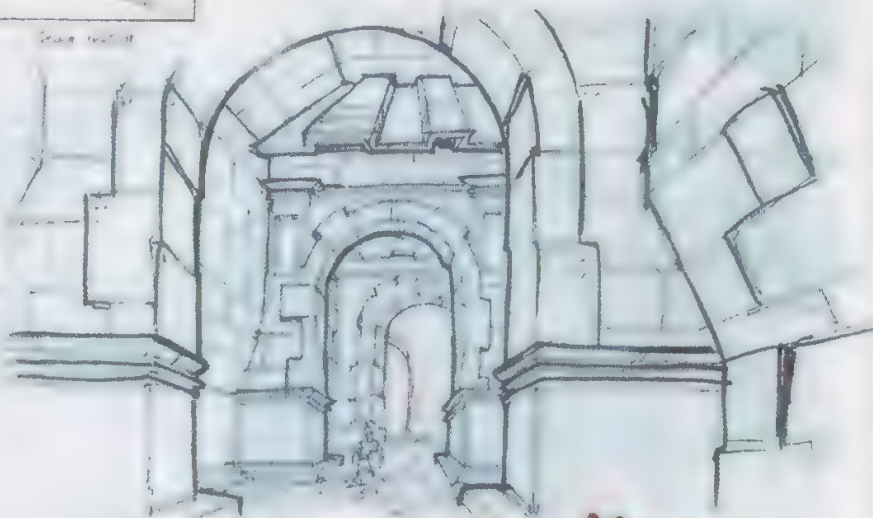
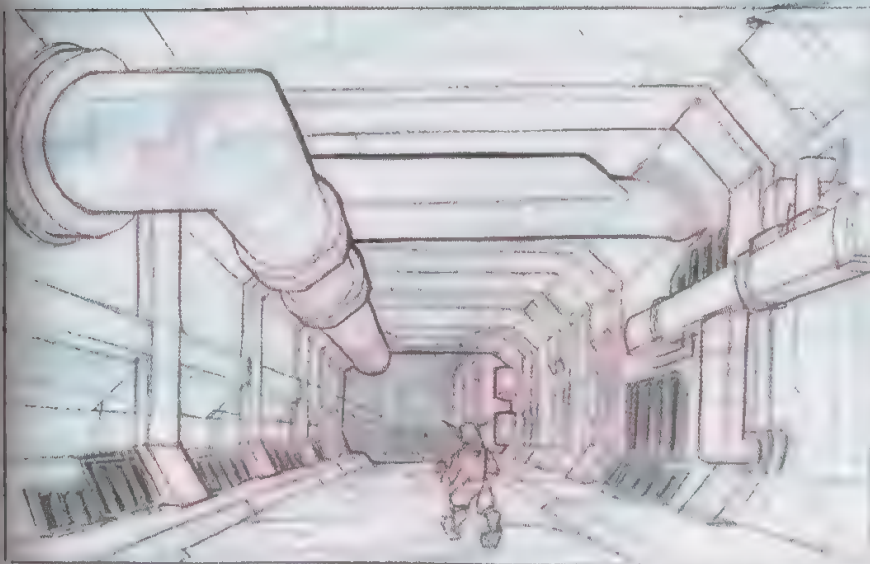
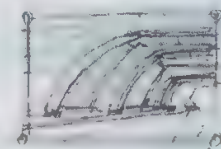
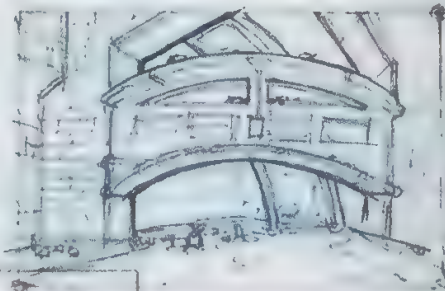
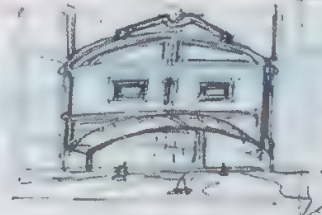
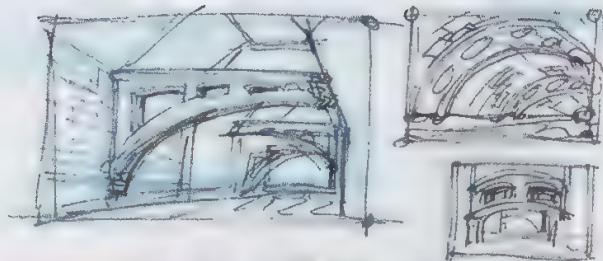
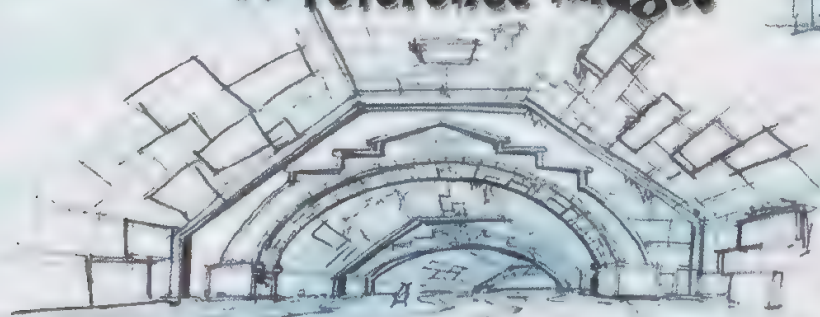
>> reference images





# The Sewers

>> reference images



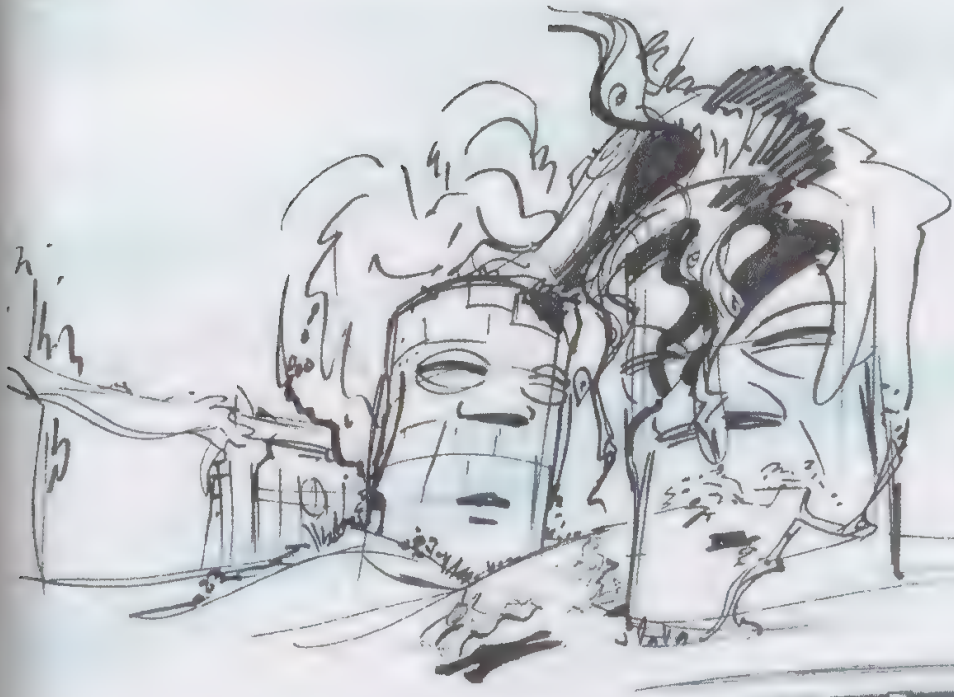
# Haven Forest >> reference images



FOREST 9/20/02

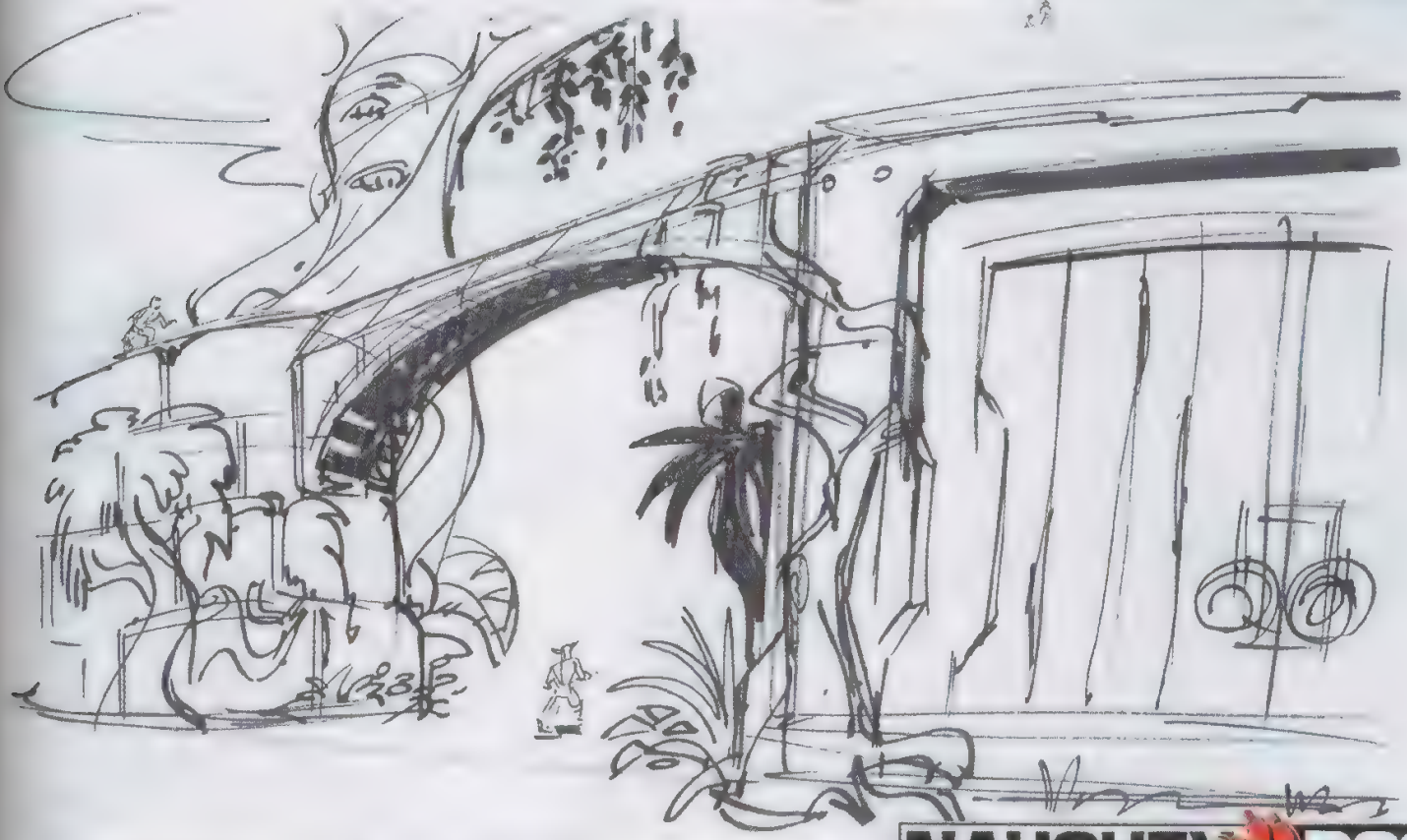
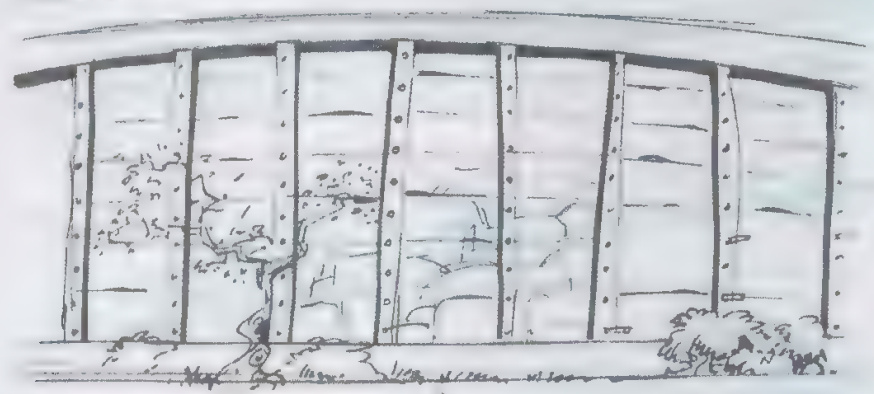






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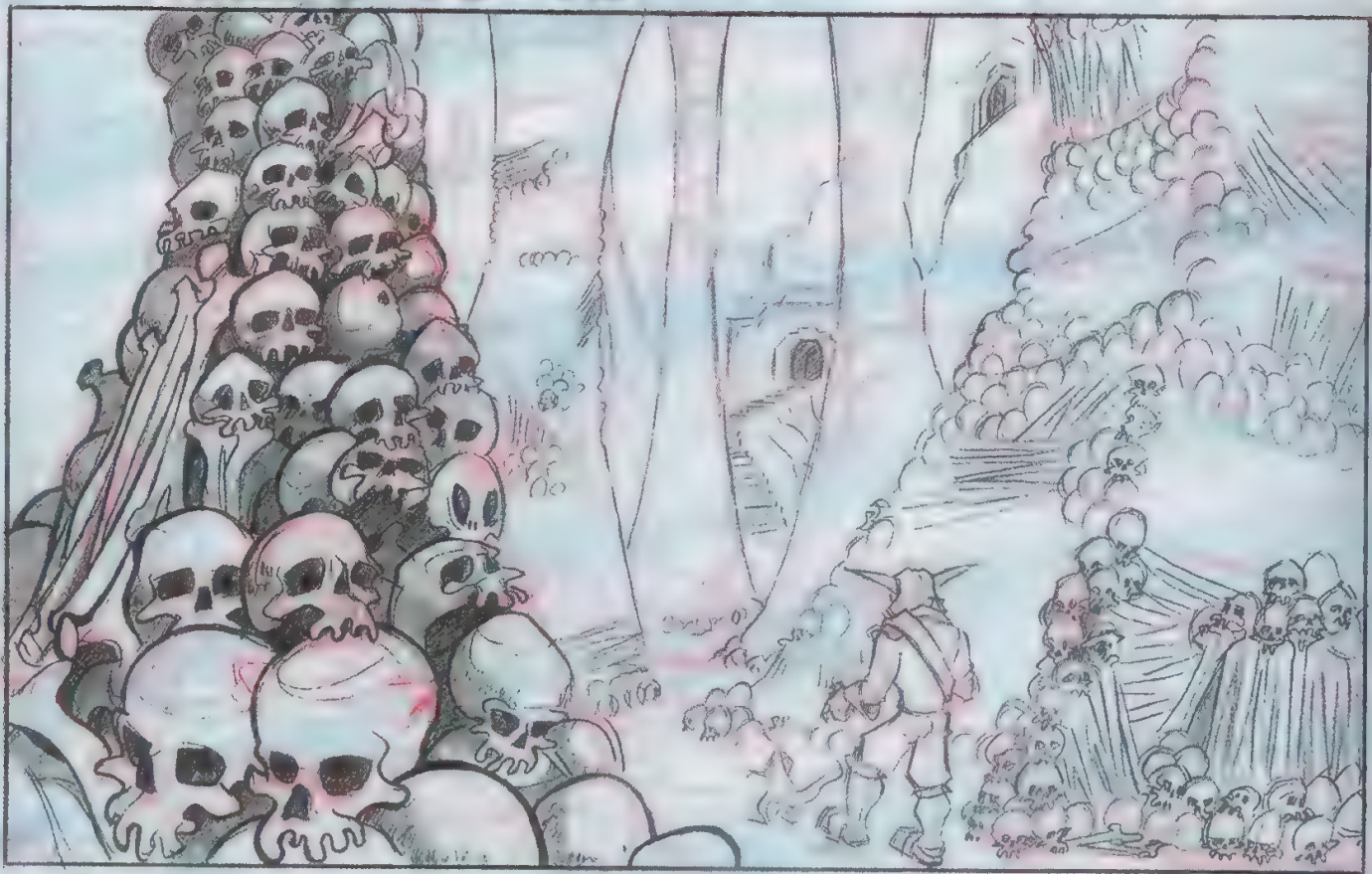
>> reference images



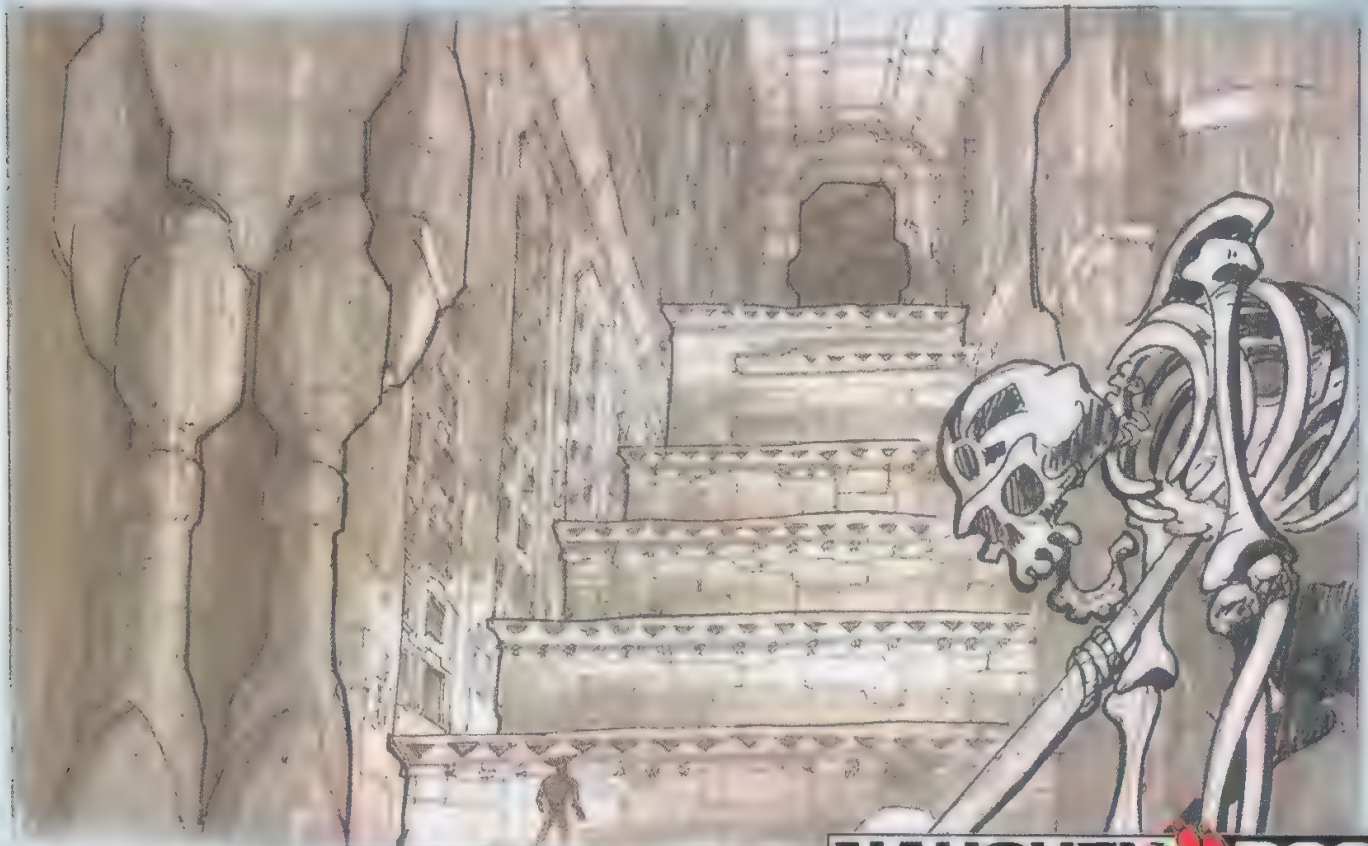


# Mar's Tomb

>> reference images

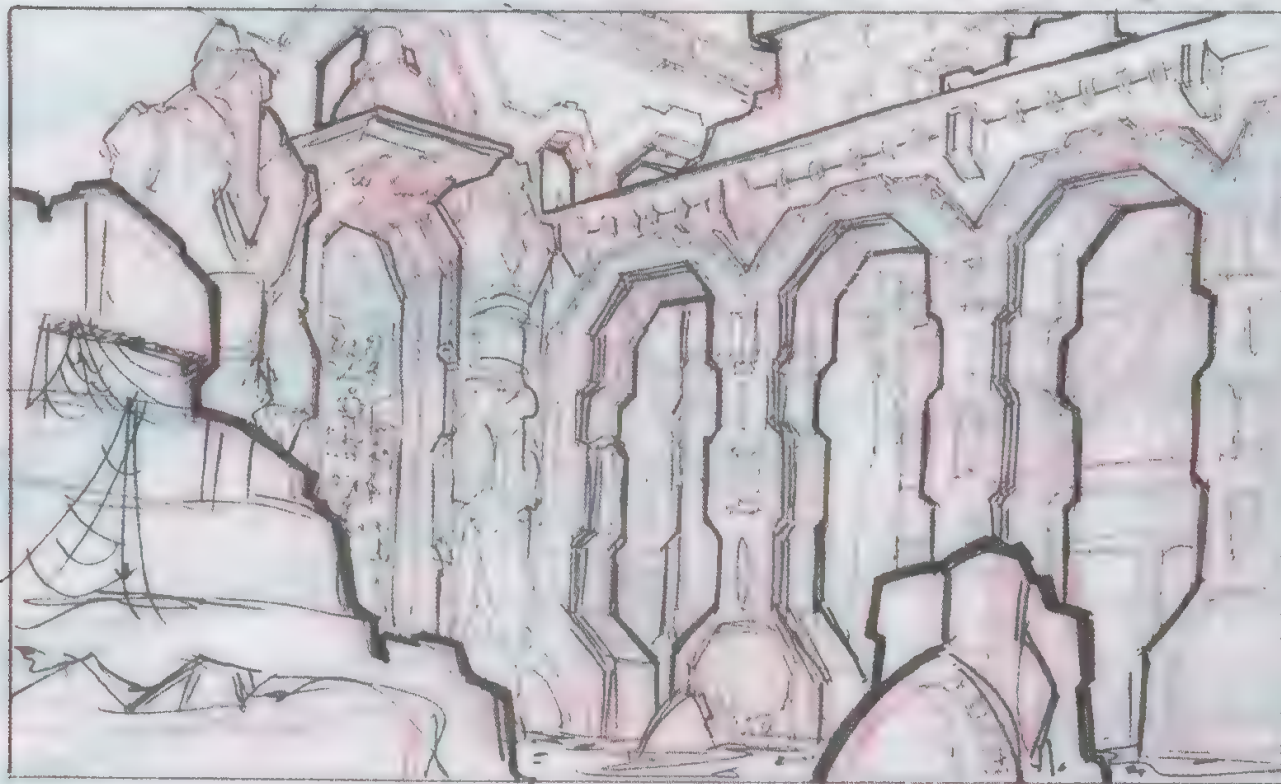


Tomb Of Mar 9/05/02

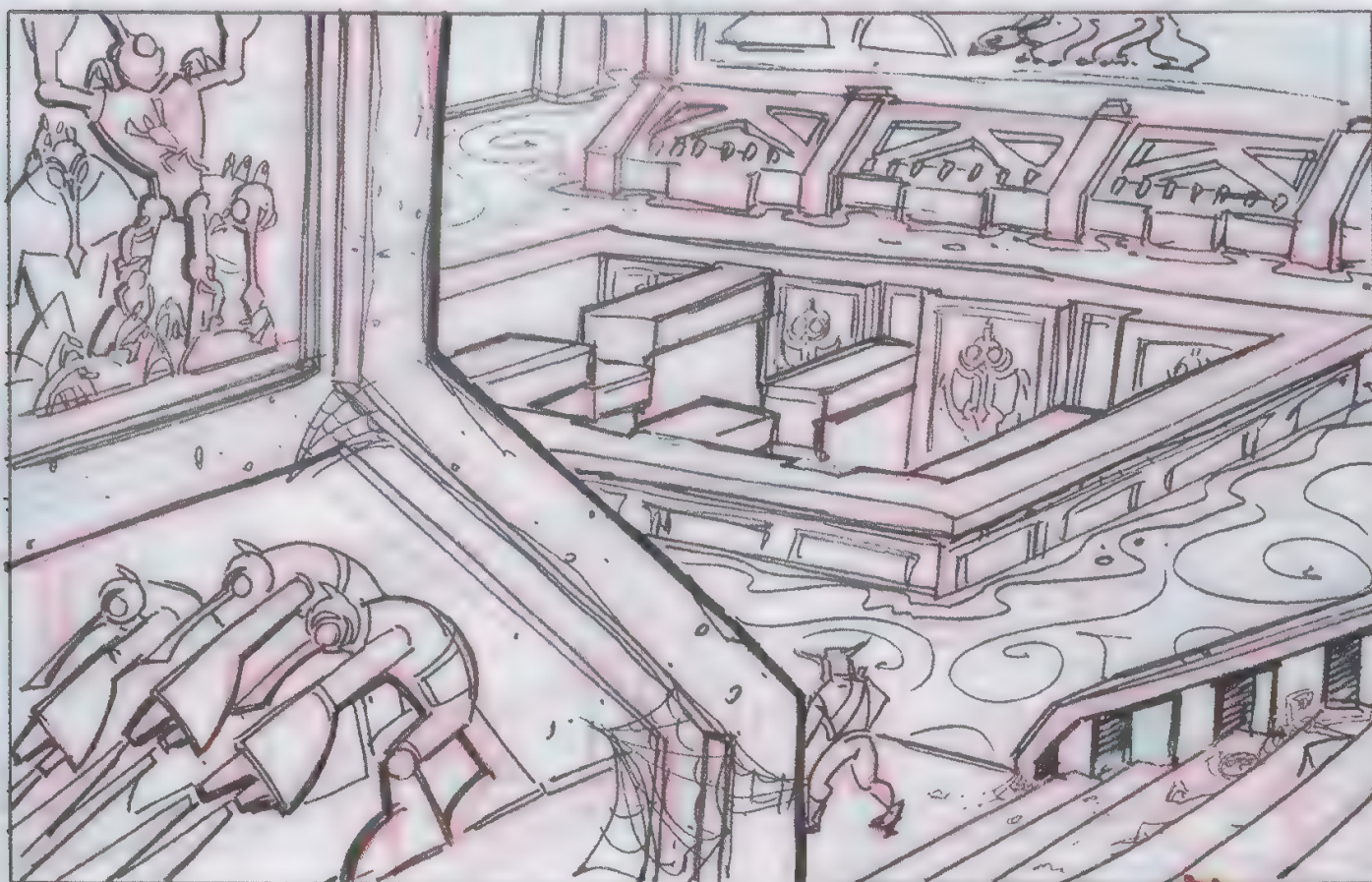




# Mar's Tomb >> reference images



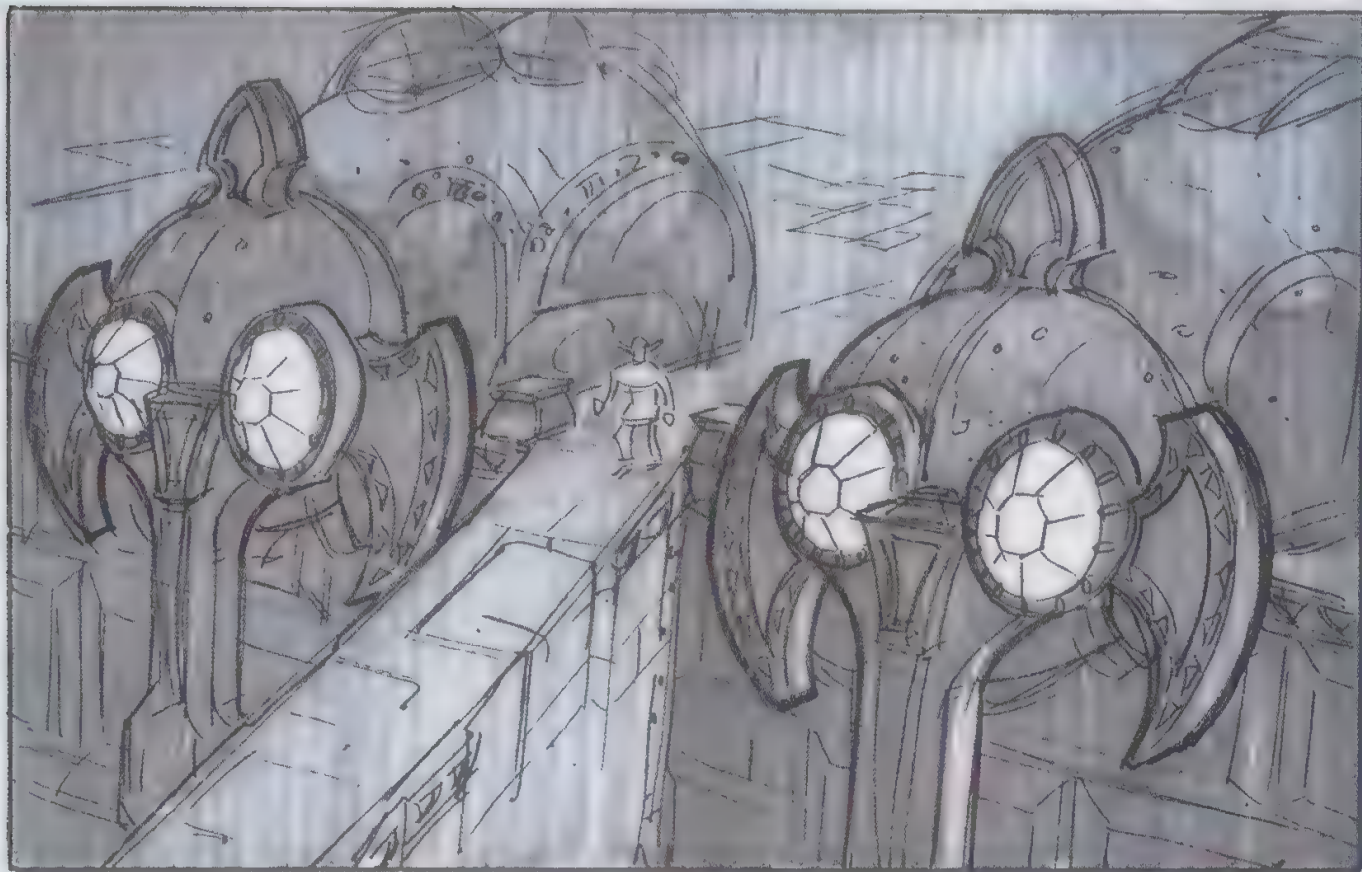
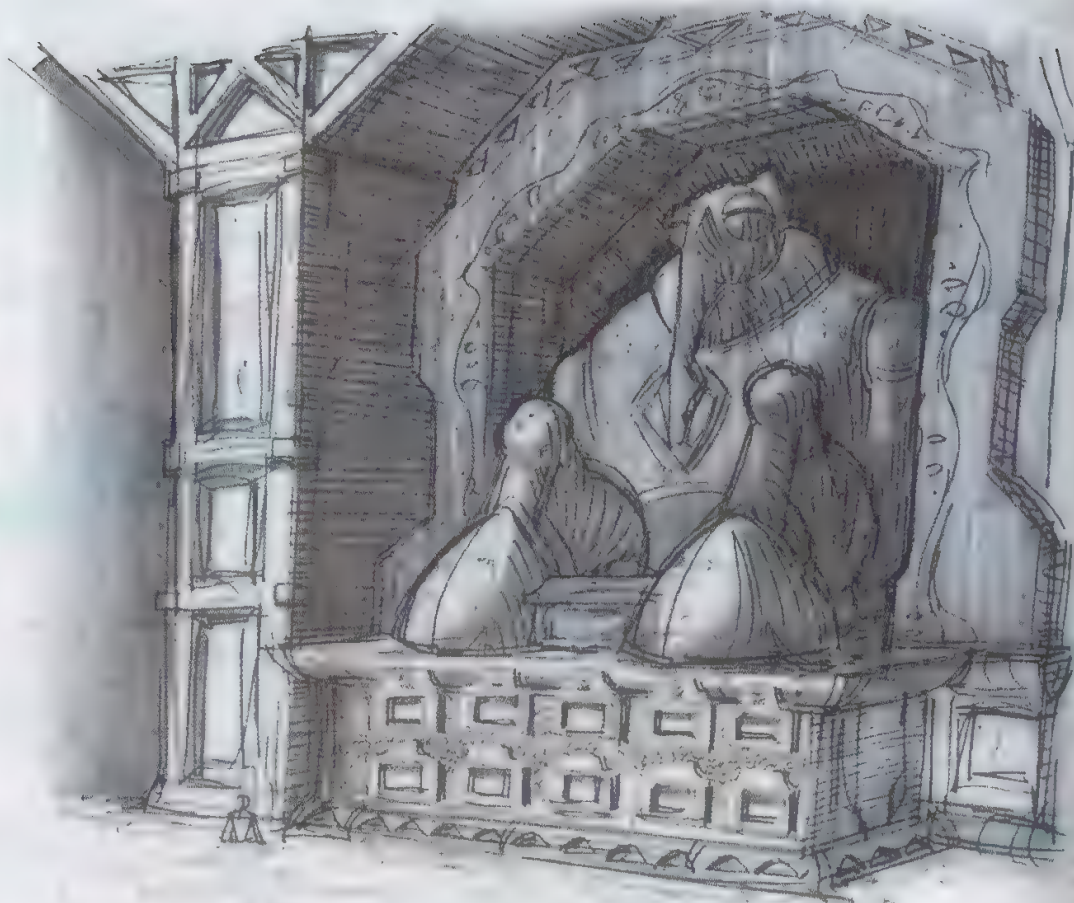
Tomb 9-1100





# Mar's Tomb

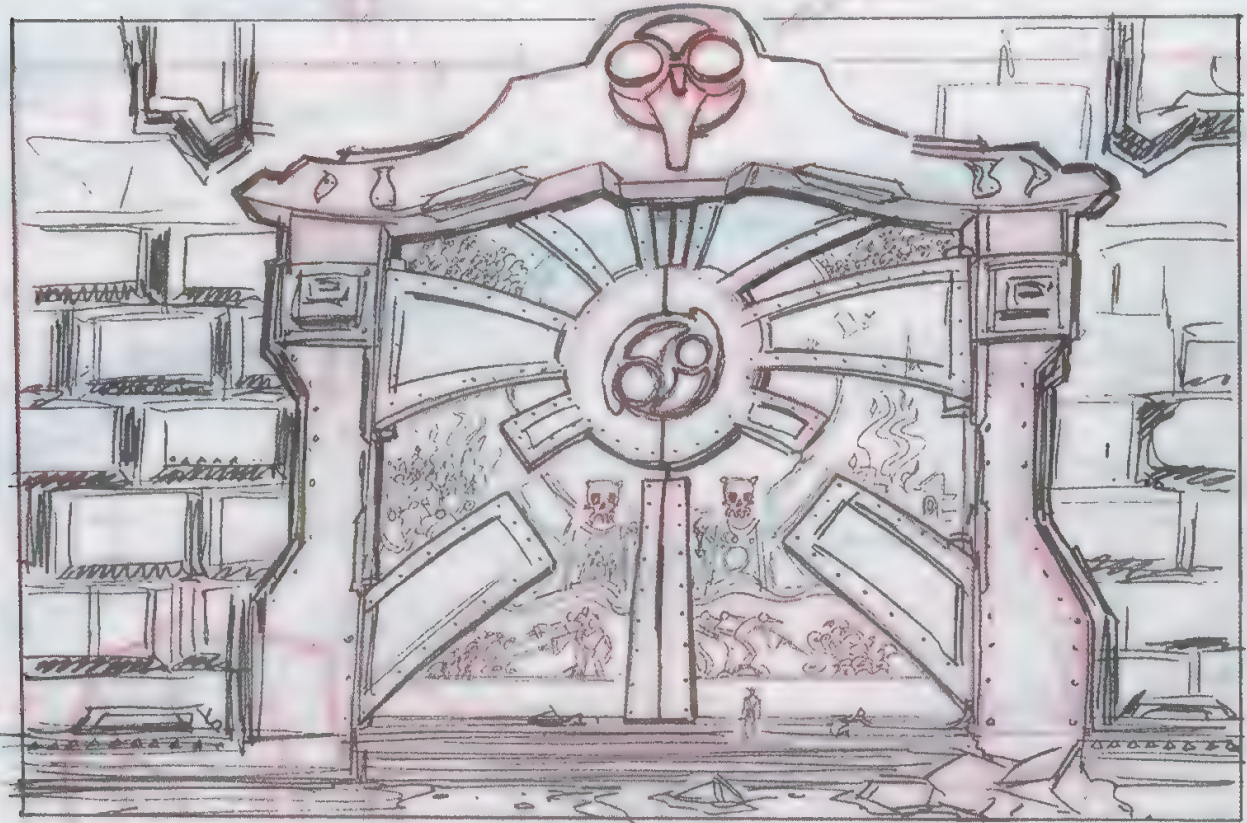
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images



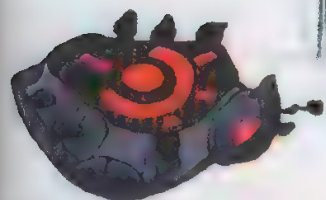
Tomb 10/01/02



# Mar's Tomb >>reference images



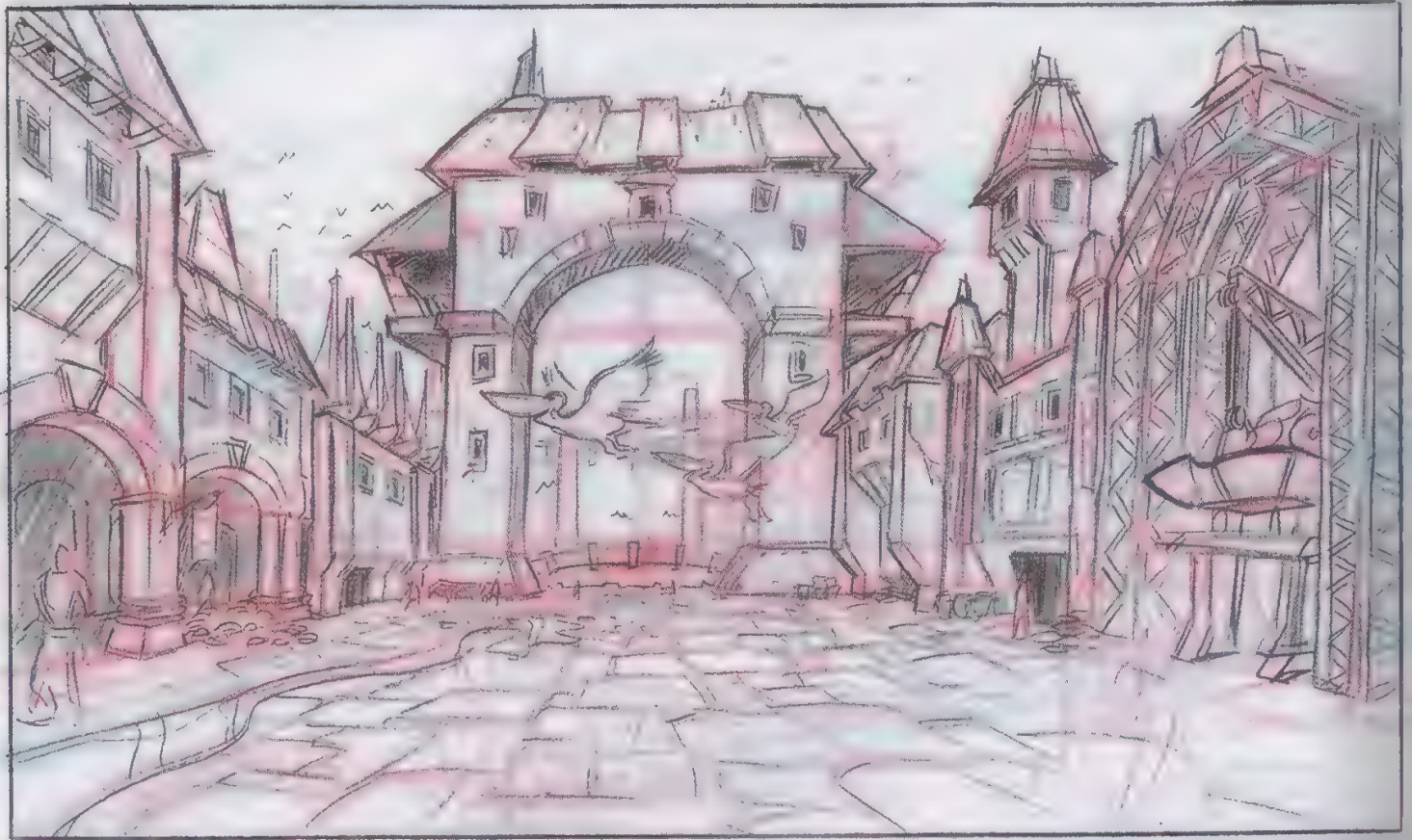
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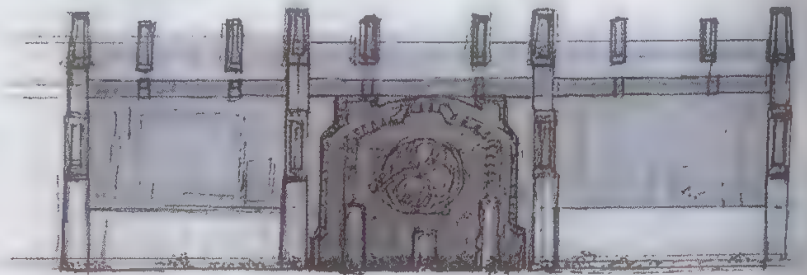
Tomb BEETLE Door  
10/08/02



# City Port >> reference images



Port 5/9/02



Port Gate 7/24/02

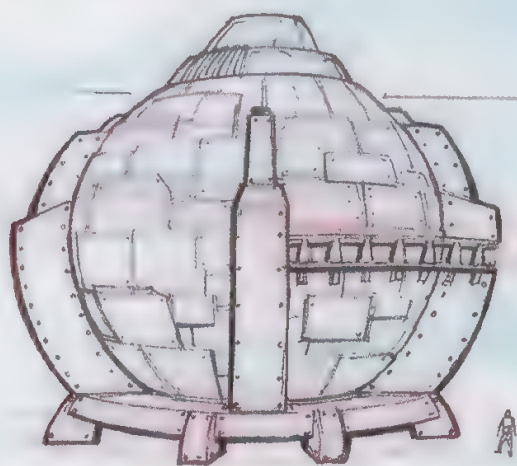
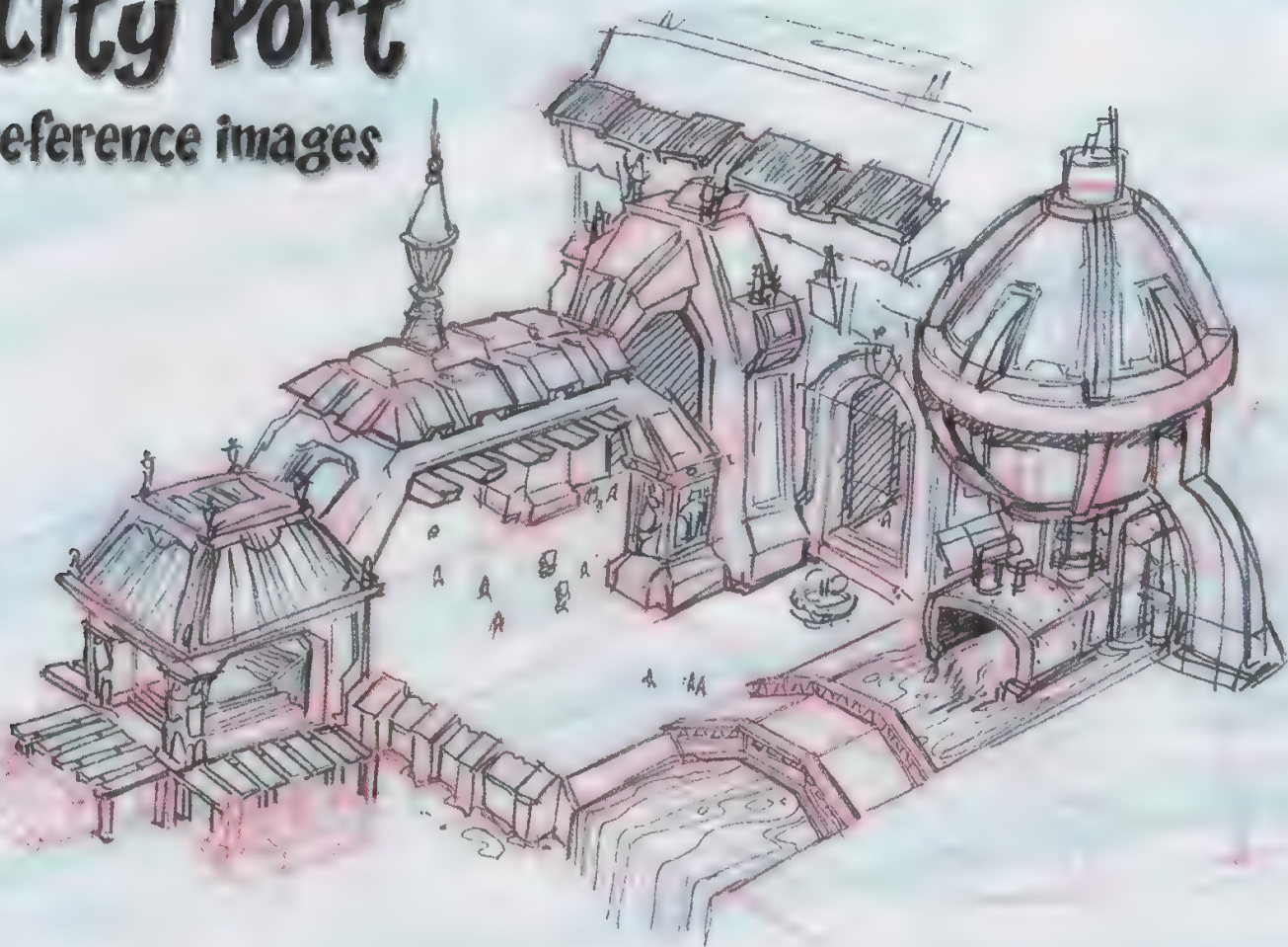


Port 7/24/02



# City Port

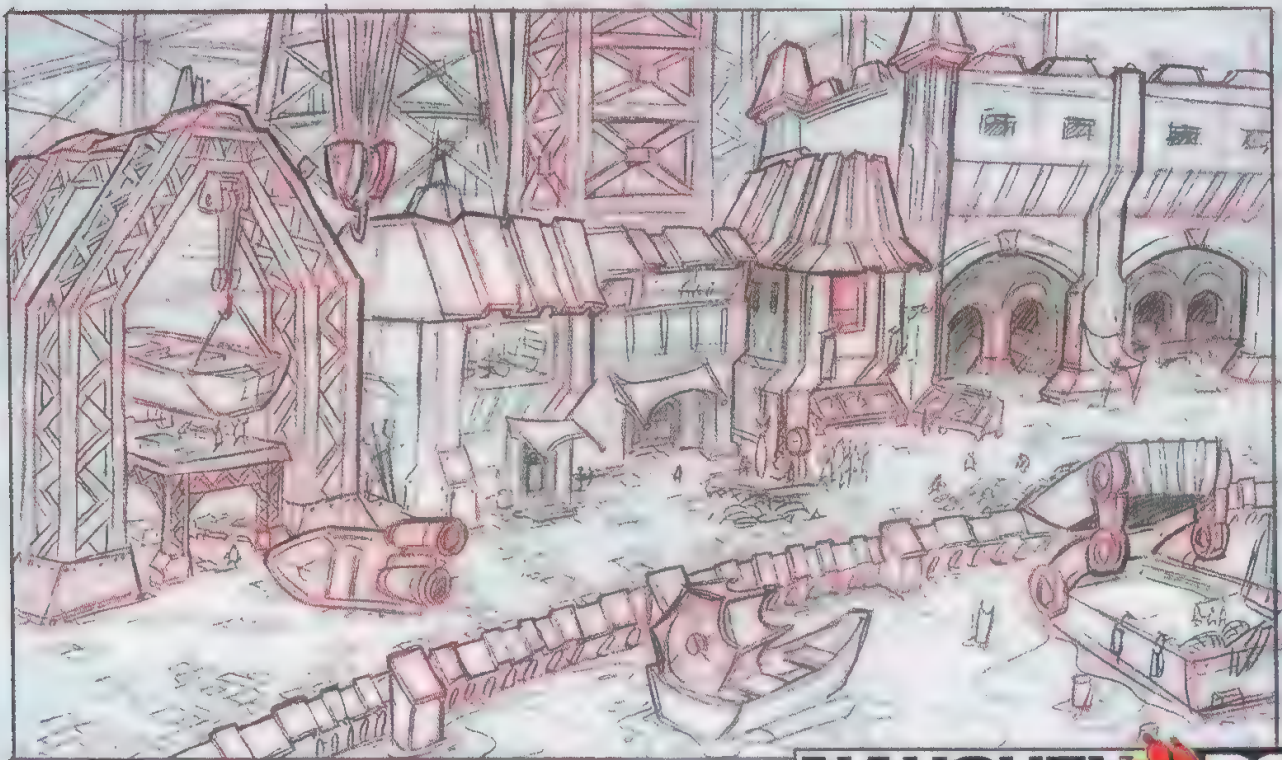
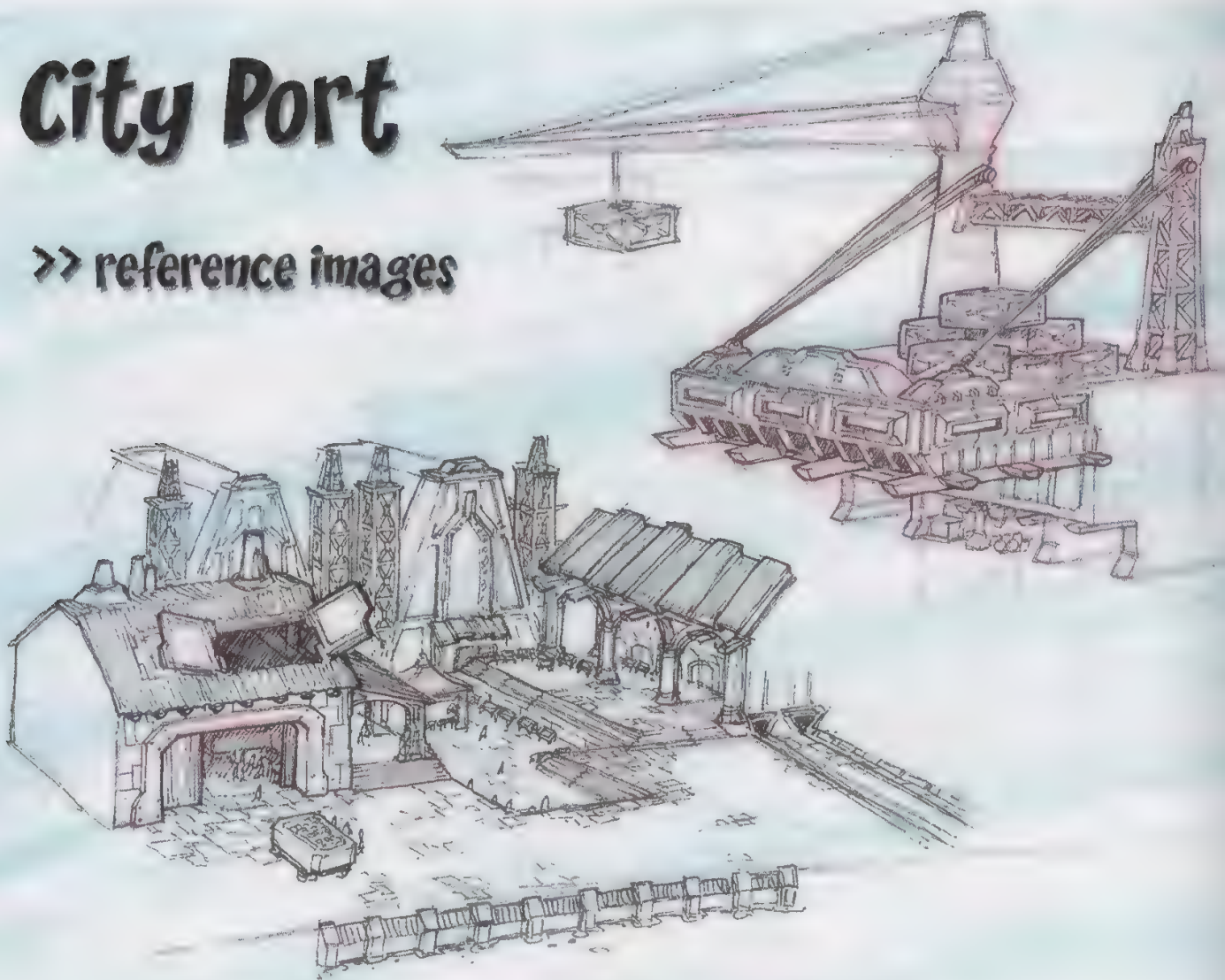
>> reference images





# City Port

>> reference images



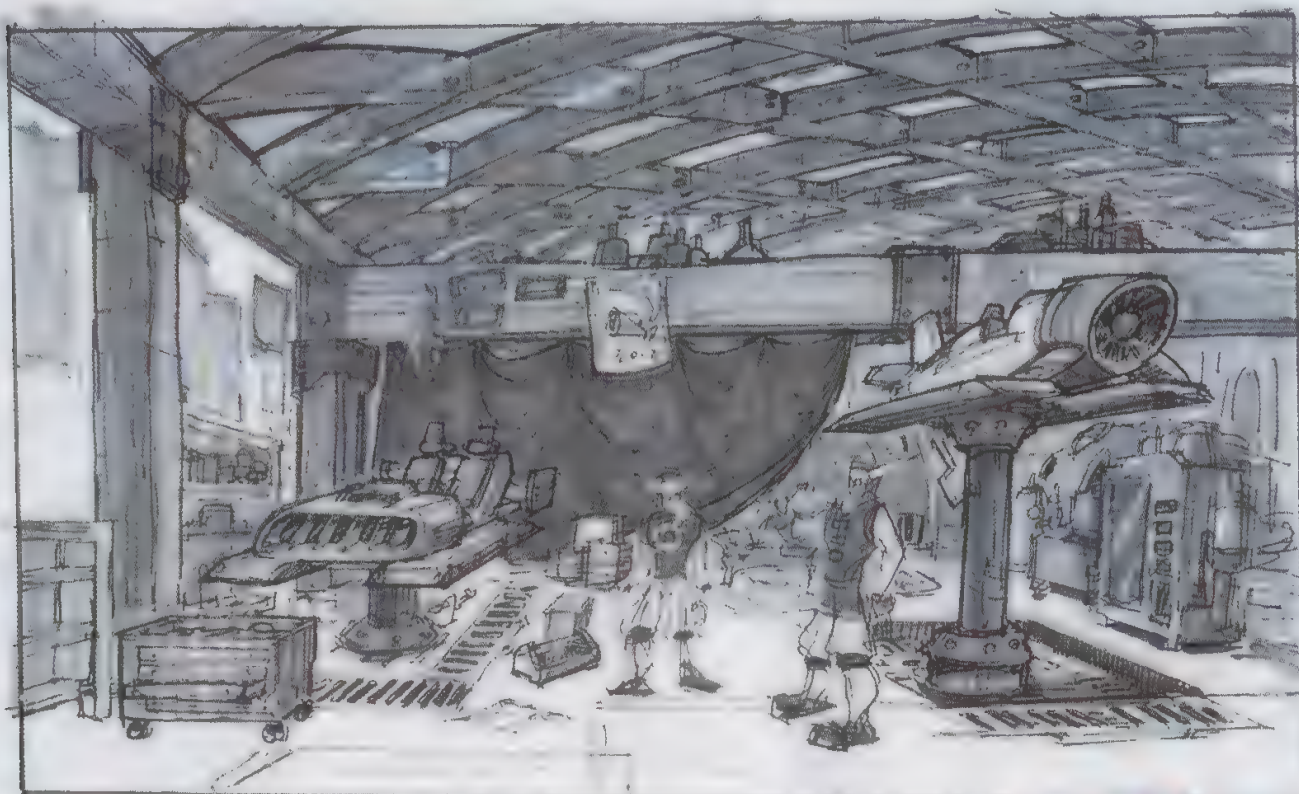


# Race Garage

>> reference images



Garage B/30/02



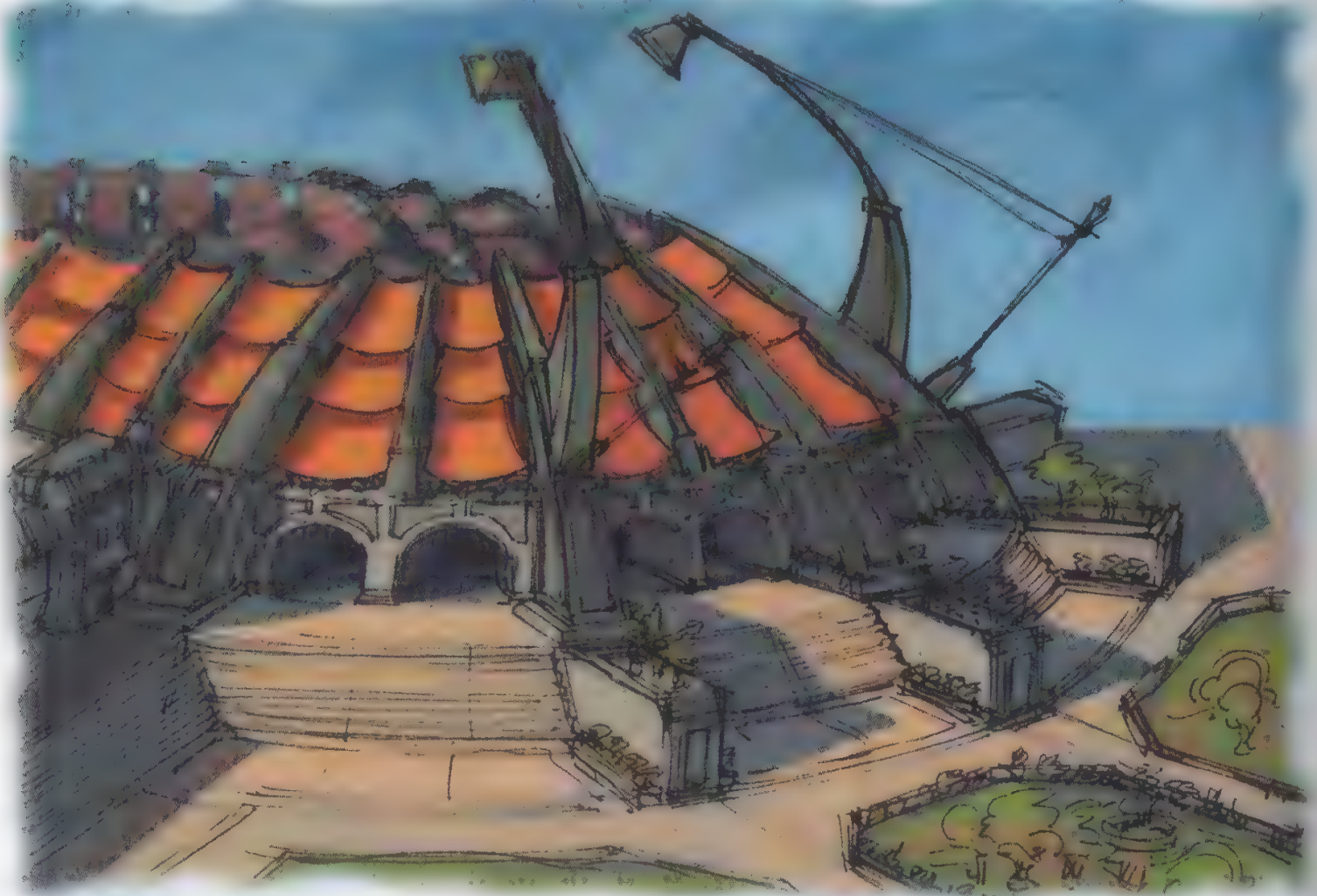




# The Stadium

>> reference images

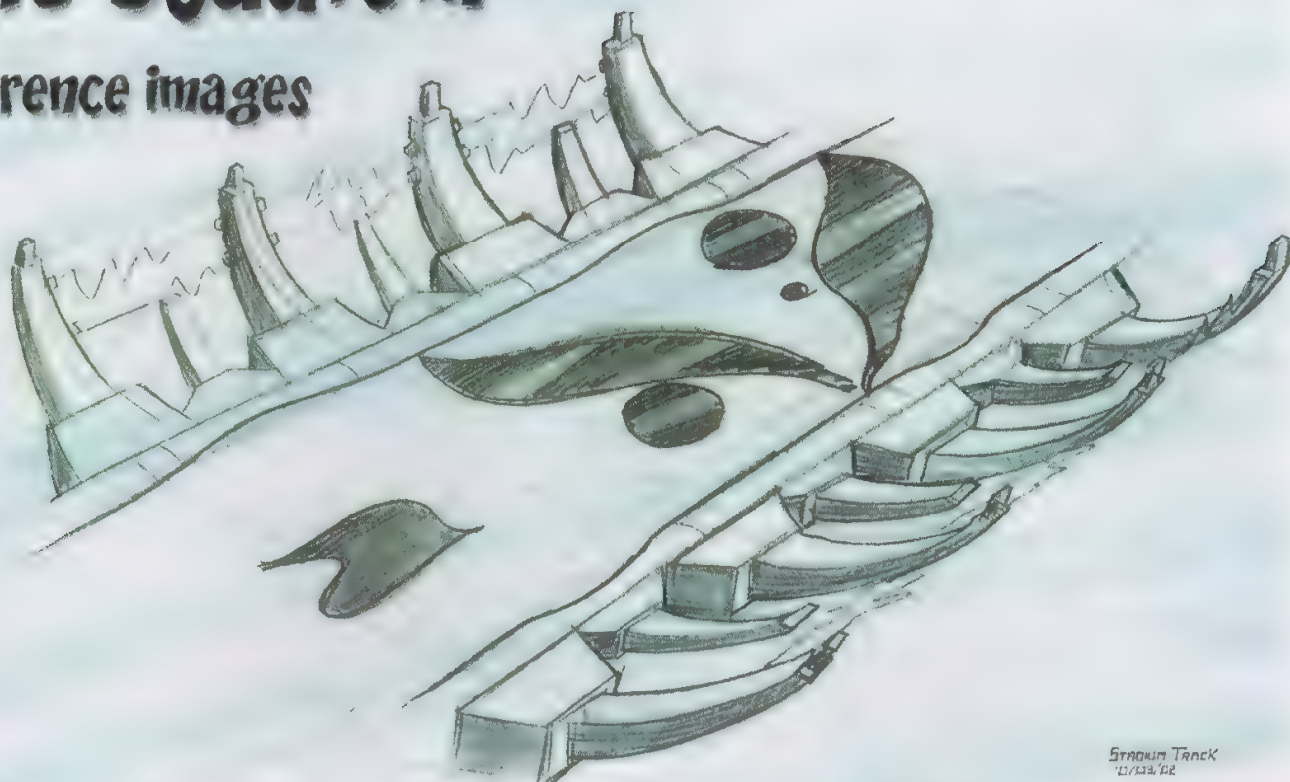
Stadium 04/04/02



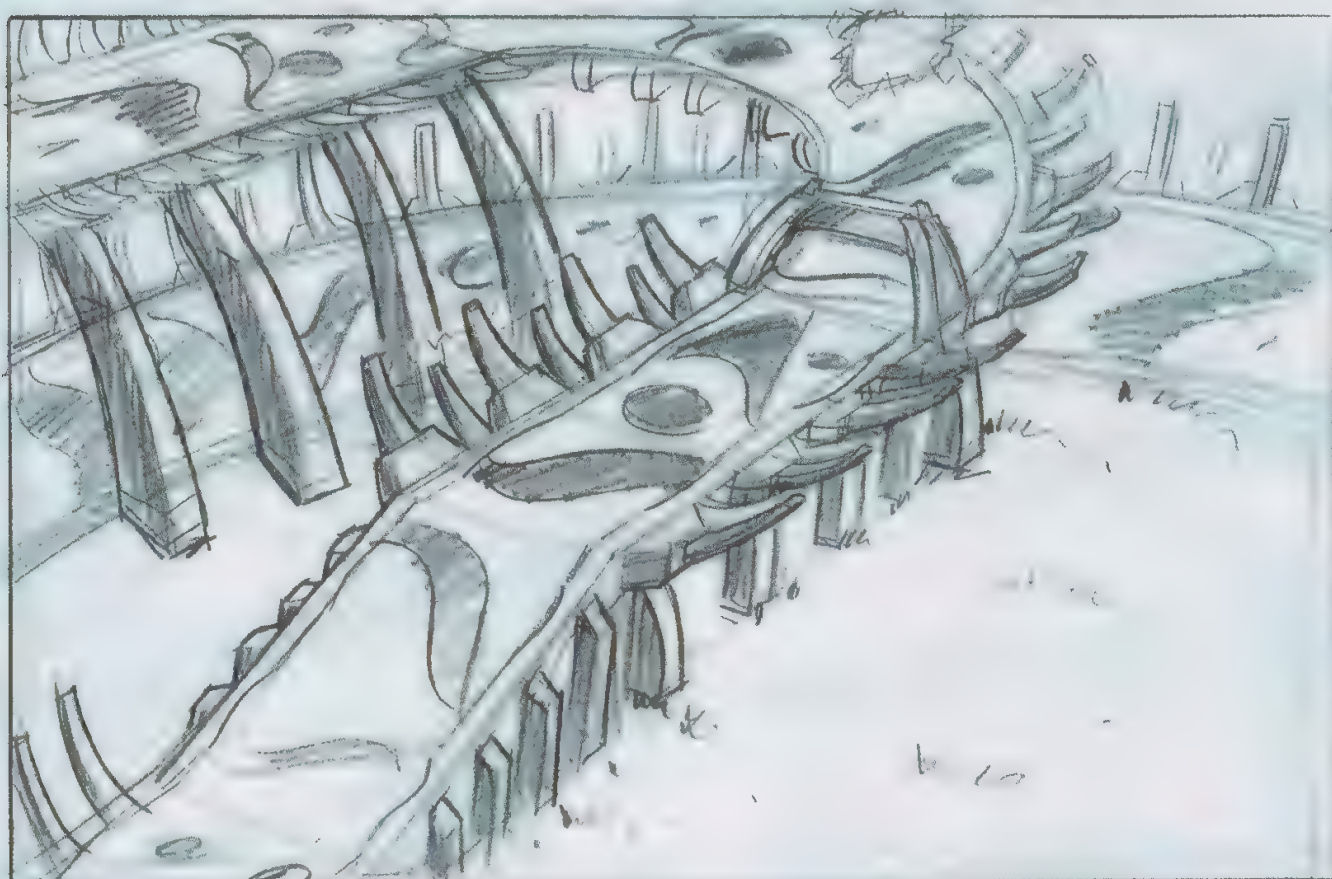


# The Stadium

>> reference images

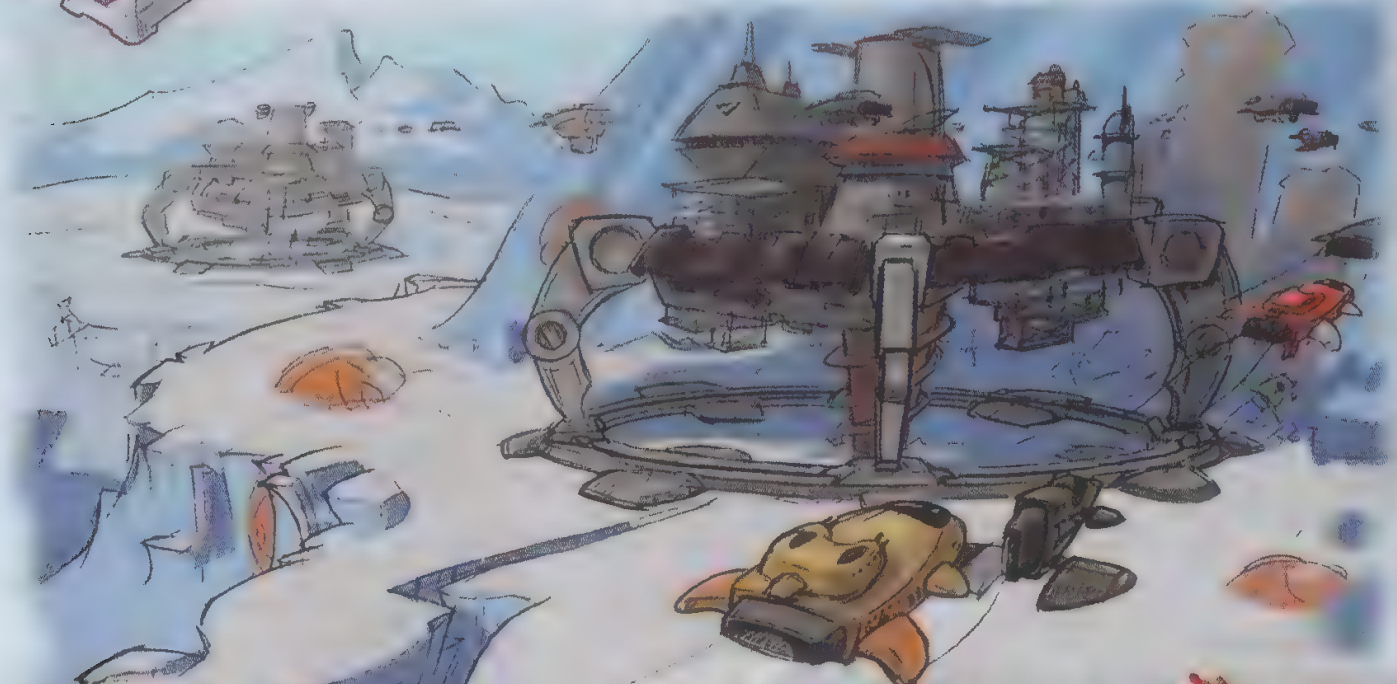
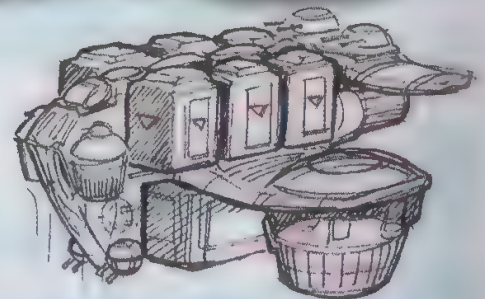
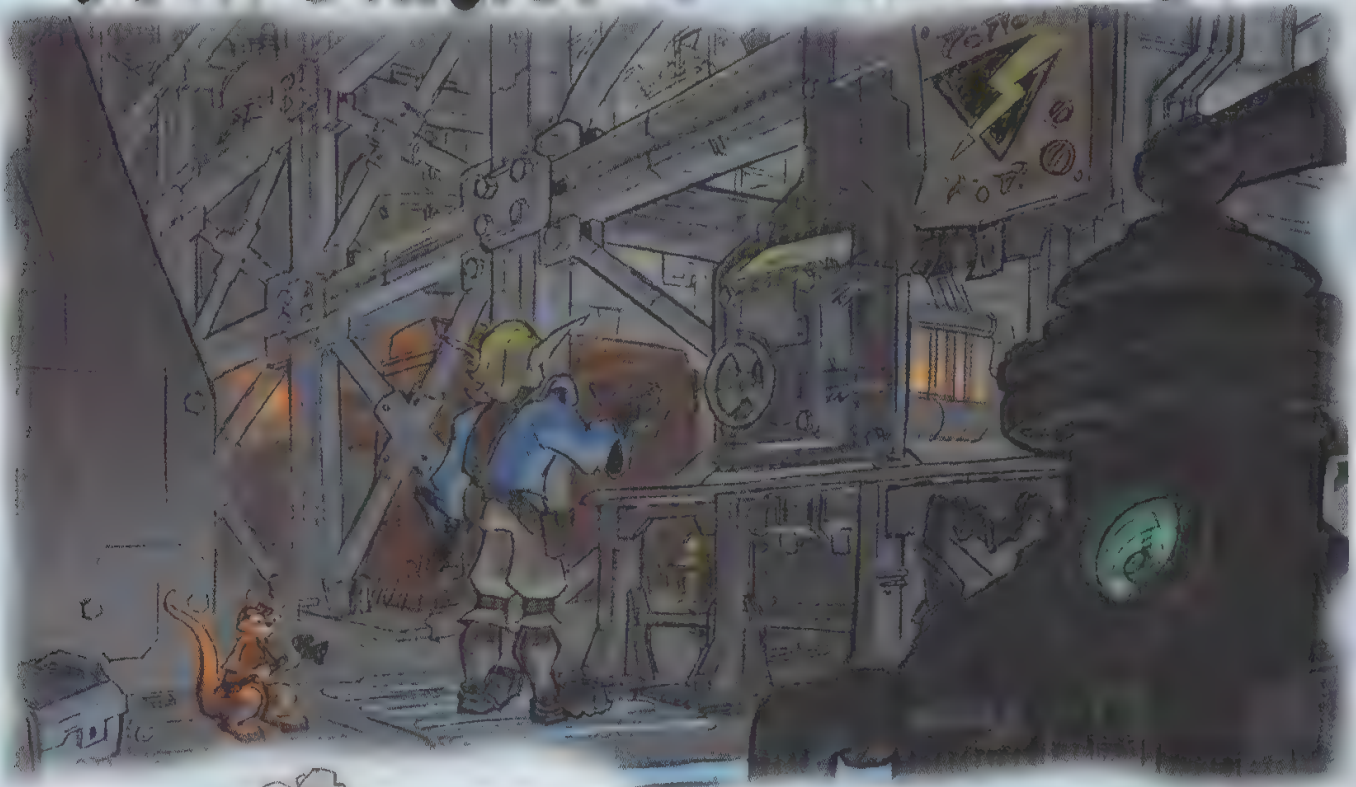


Stadium Track  
11/13/02





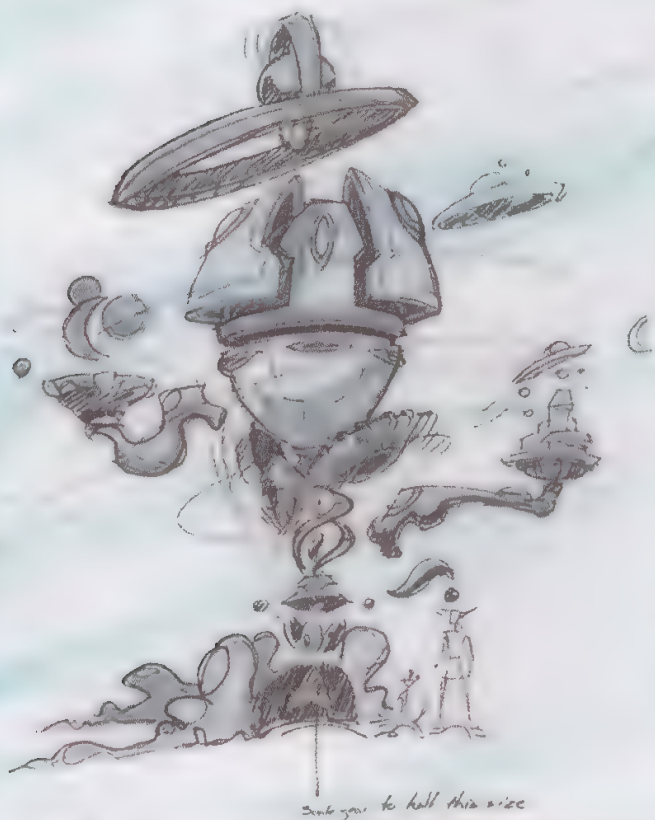
# Drill Platform >> reference images





# Mountain Temple

>> reference images





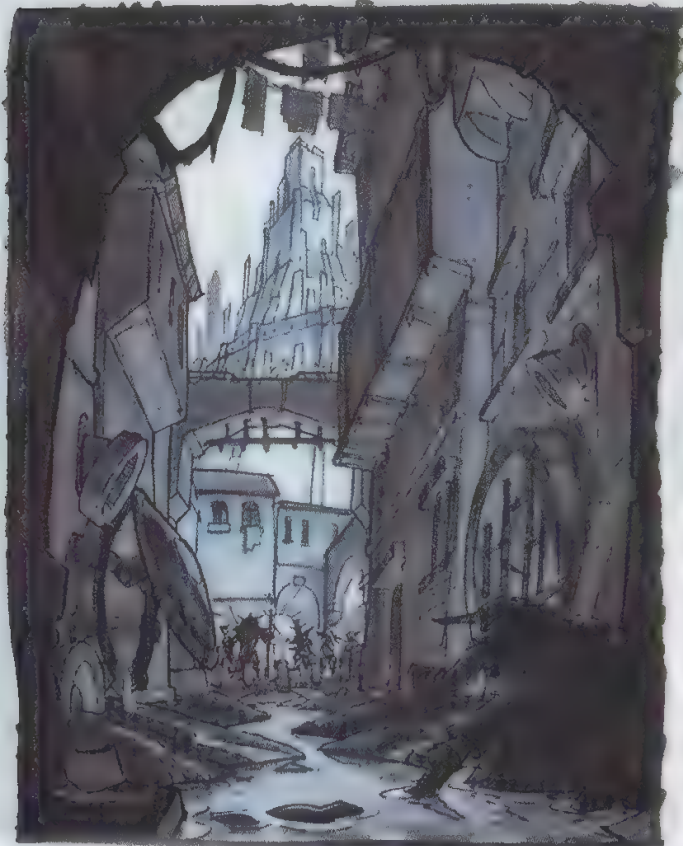
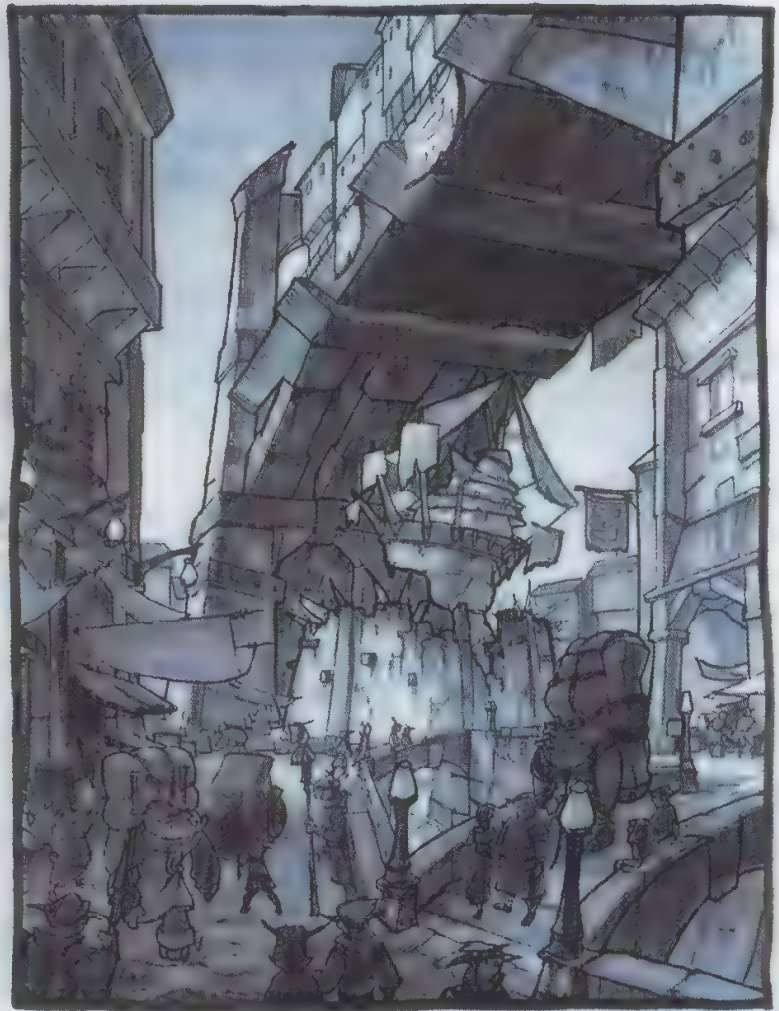
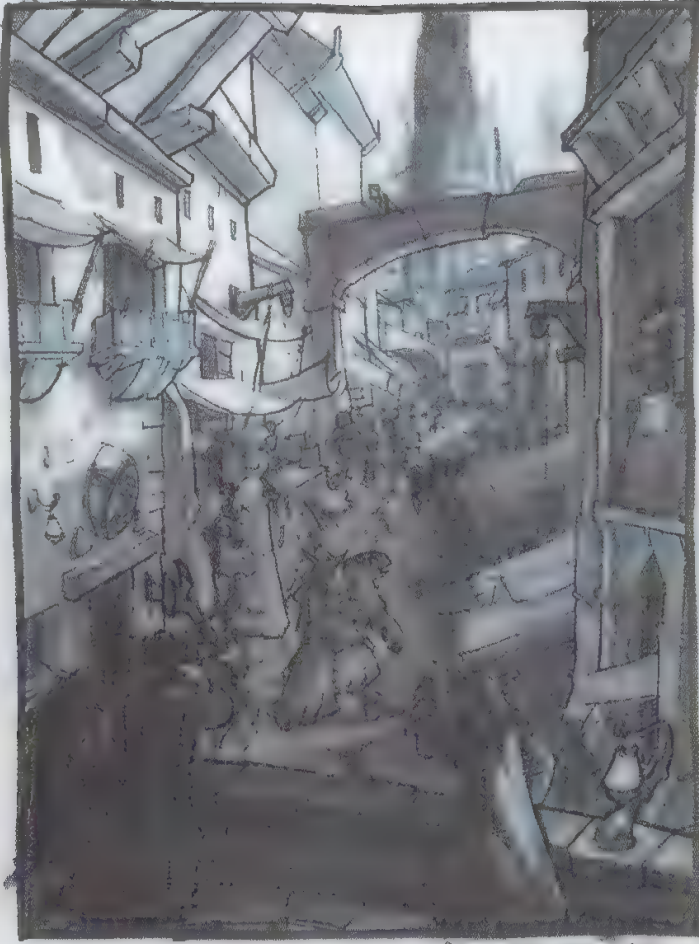
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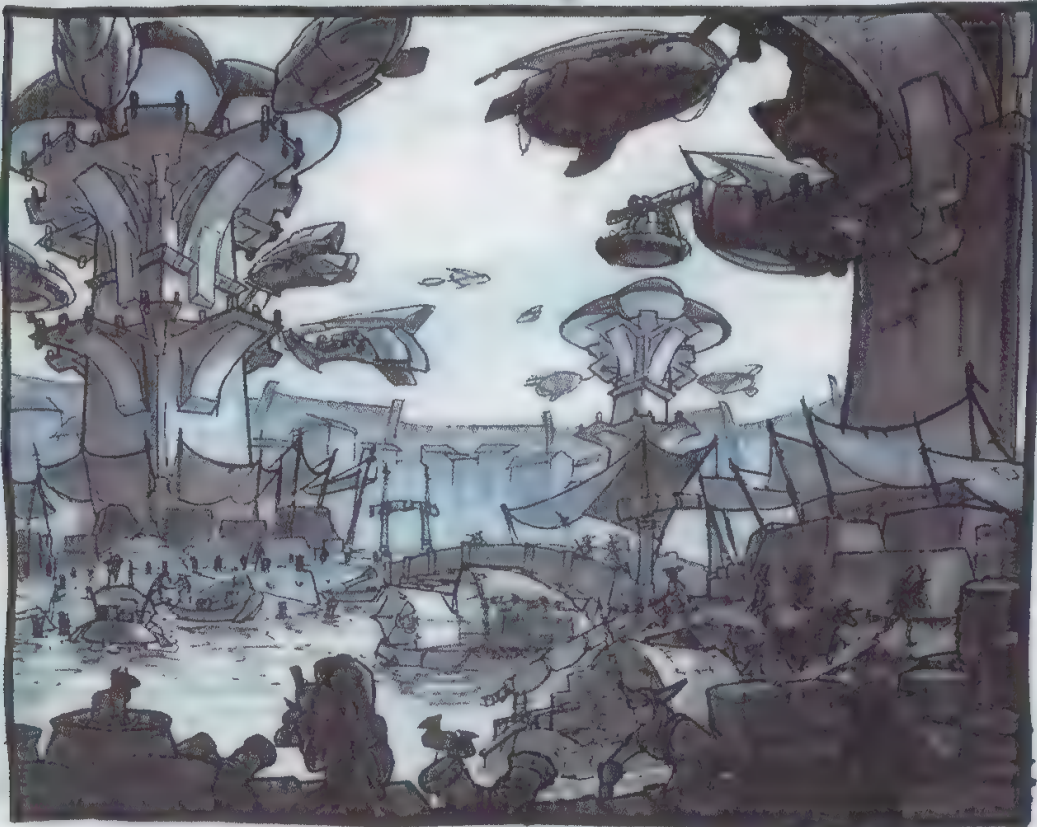
# Visual Development

>> reference images

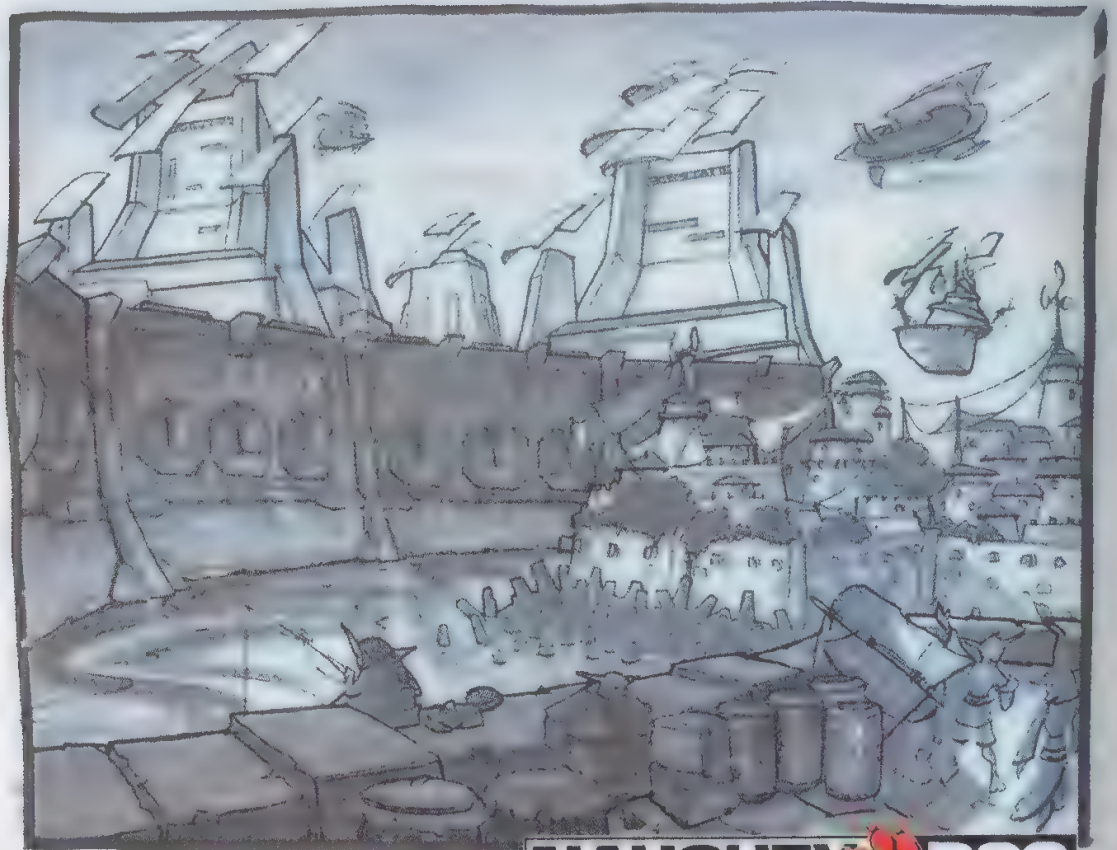




# Visual Development >> reference images



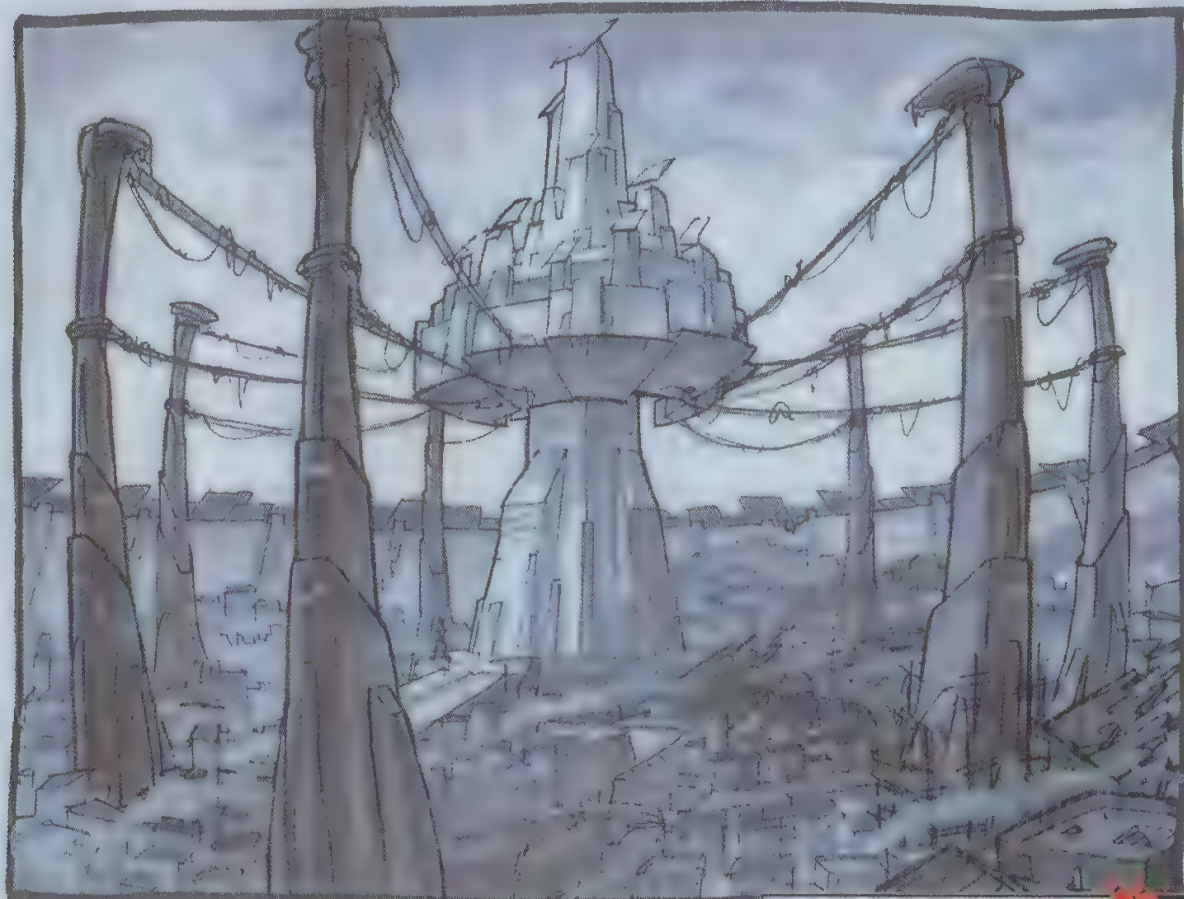
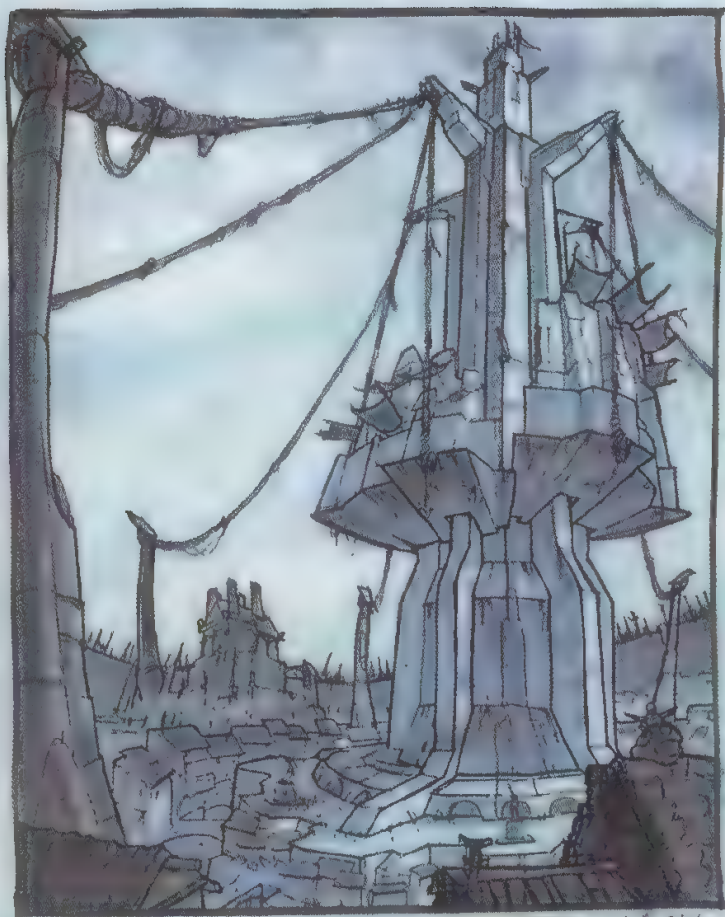
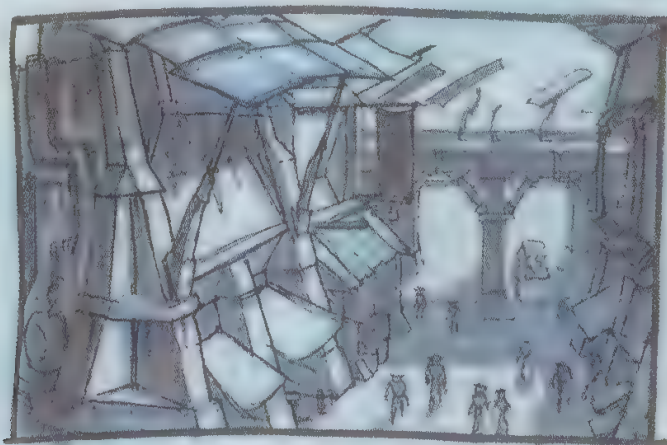
CITY DOCKS 2.1.03 A. H.





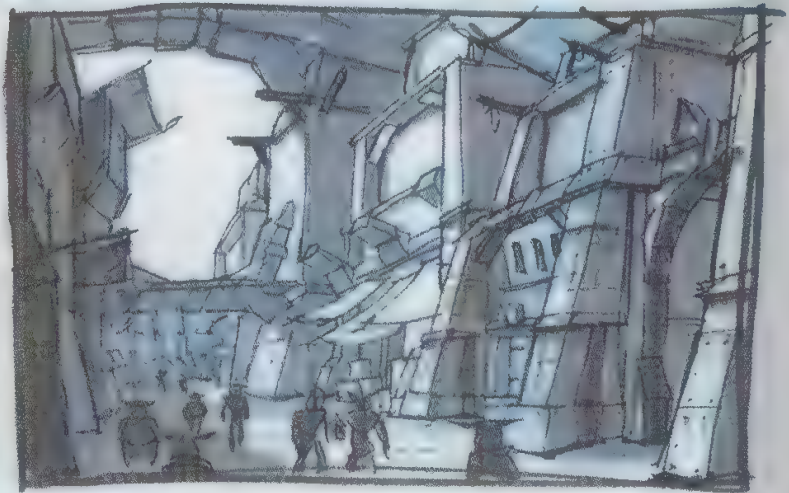
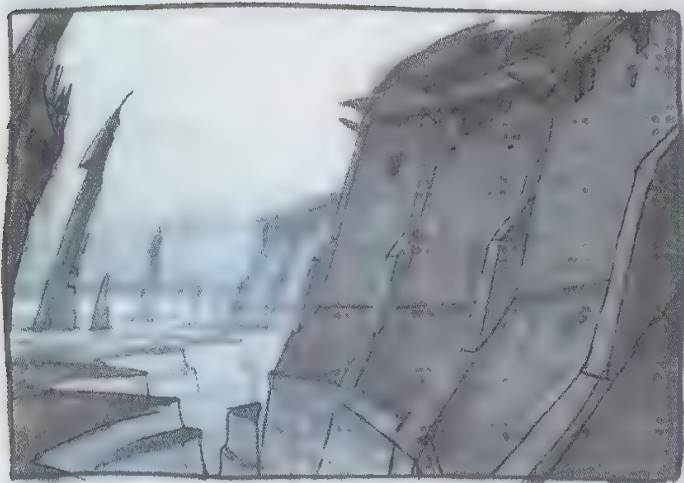
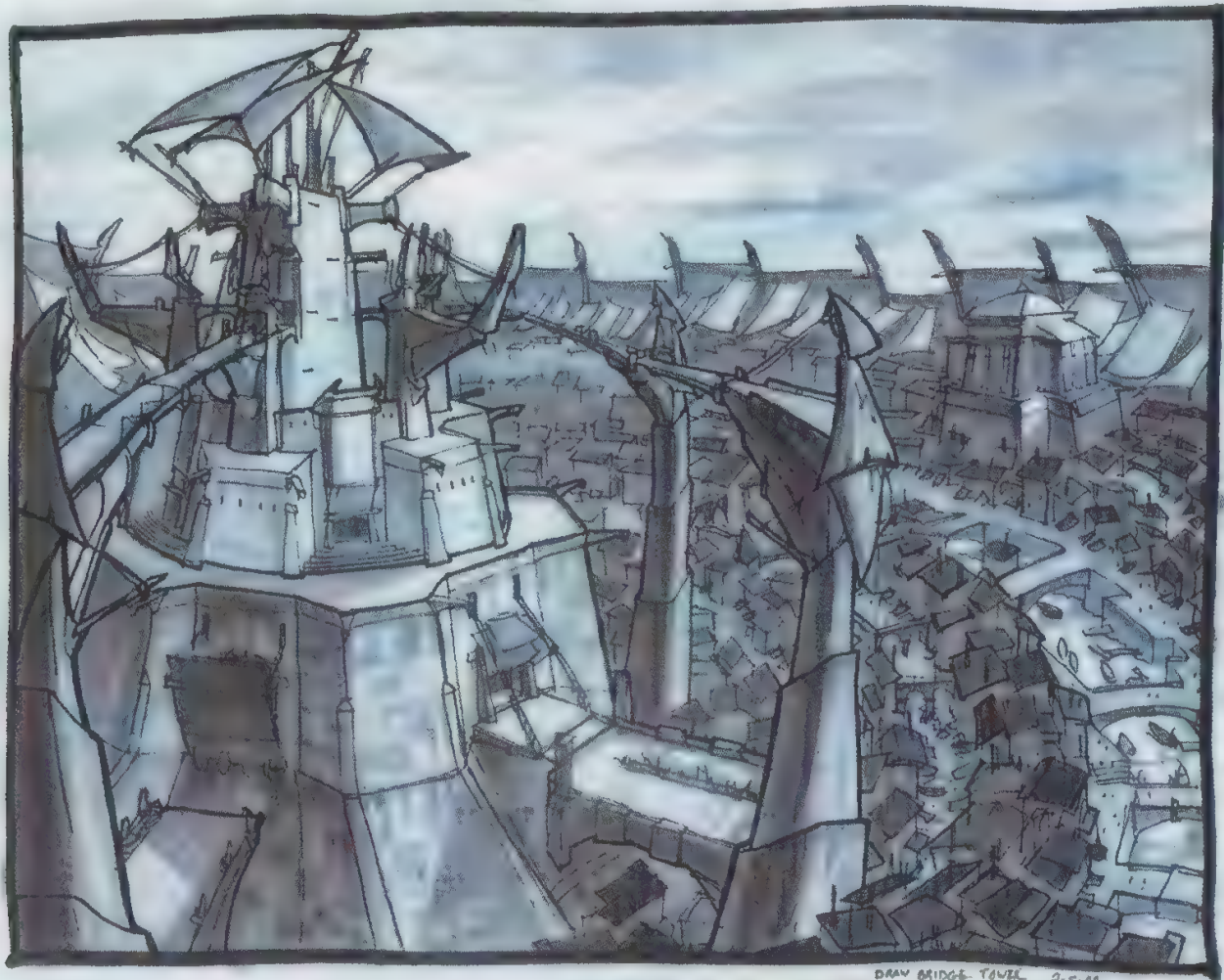
# Visual Development

>> reference images





# Visual Development >> reference images

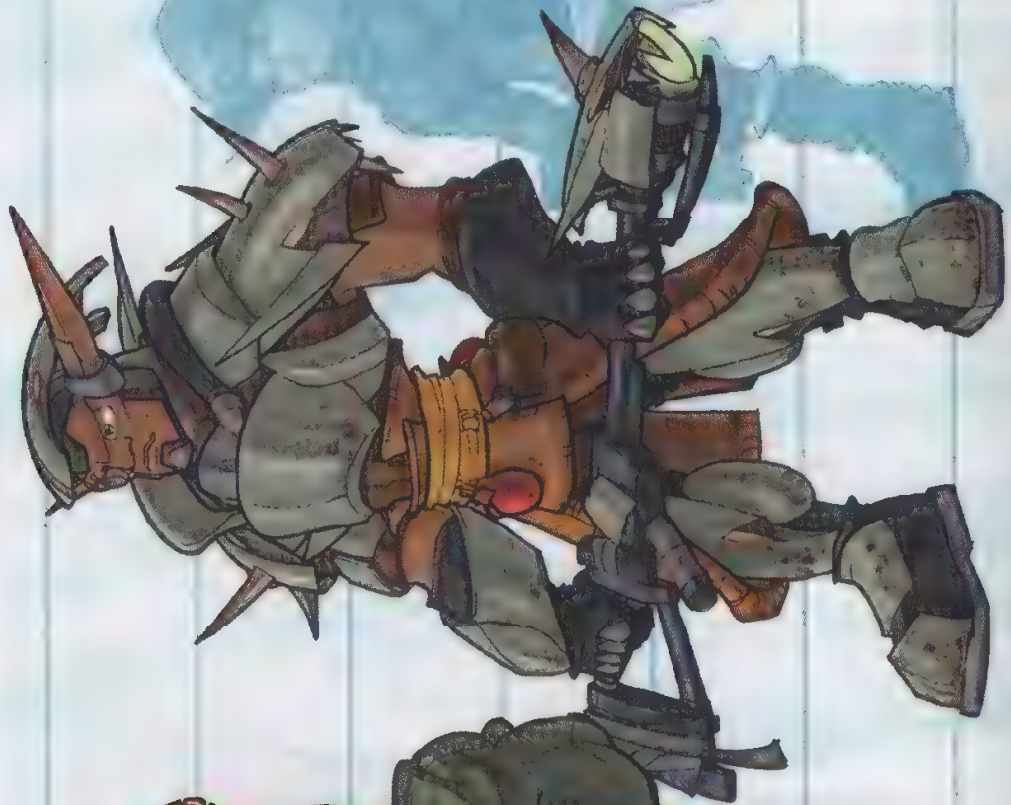




# Size Comparisons



# Size Comparisons





# Size Comparisons



# Size Comparisons





# Size Comparisons









**THANK YOU** for reading this design bible and purchasing this collector's edition. We're incredibly honored to have been able to preserve these titles and the design materials that spawned them. All of the content in this book was scanned in from Naughty Dog's original production binders and until now was never seen by the public!

Documents like these are not set up in a way meant for the public to enjoy, purchase, or consume – so you might have found yourself a bit confused at how it all looked. Rarely do major games have their design documents exposed to the degree of this project. I am incredibly appreciative of Naughty Dog for allowing us to put these out there. Being able to get these documents into the hands of scholars and historians who will be studying our medium in the future means the world to me. Documents like these are incredibly important and without preservation to this extent, are susceptible to being easily lost with time.

As some of the most beloved games on the PlayStation®2 system, the Jak and Daxter™ series certainly deserves historical preservation in every sense. Making these design bibles public means giving fans an inside look at the design of their favorite games and hopefully a further appreciation for the love and care that Naughty Dog put into them. I sincerely hope you've enjoyed this peek into the development of a classic.

I can not thank you enough for your support of projects like this. It means a lot to me to preserve the history of these great games and we couldn't have done it without you.

Josh Faurhurst, CEO Limited Run Games







